YOUR COMMODORE • THE FUN MAGAZINE

January 1990 £1.95

YC

C64 C128



POWER DRIFT
Christmas Contender?

TURBO OUTRUN
Racing game of the decade???



WIN! WIN! WIN!
Compos galore

FREE POSTER

MOTORFAIR MADNESS
Our Man reports!



WICKED
XENOPHOBE
STUNT CAR RACER
RAINBOW WARRIORS

4 FREE GAMES!!!



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DATEL ELECTRONICS

DATA RECORDER



- Quality Commodore compatible data recorder.
- Pause control, counter, etc.
- Suitable for 64/128.
- Send now for quick delivery.

ONLY £24.99



SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no power programmes to load.
- Works with most applications.
- No more to buy!

ONLY £29.99

PARALLEL PRINTER CABLE

- Connects full size printers to the parallel port of your C64/128.
- Many programmes and cartridges (Action Replay/Final Cartridge etc.) will drive printers from this port.

ONLY £12.99 COMPLETE

ROBOTEK 64



SPECIAL VALUE

MODEL & ROBOT CONTROL MADE EASY.

- 4 output channels - each with onboard relay.
- 4 input channels - each fully buffered TTL level sensing.
- Analogue input with full 8 bit conversion.
- Voice input for voice control.
- Software features:- test mode/ analogue measurement/voice activate/digital readout etc.

ONLY £39.99

INCLUDING HARDWARE/SOFTWARE/ MIC. ETC,(STATE TAPE OR DISK).

NOW WITH "JIFFY DOS"!



NEW

OCEANIC 118N DISK DRIVE FOR 64/128

ONLY £129.99 INCLUDING FREE OCP ART STUDIO!!

The Oceanic 118N is a superb quality Disk Drive specially designed for the Commodore 64/128.

Just look at these features...

- Slimline design - very compact.
- External Power Pack so no overheating problems (unlike some types).
- Ready to go - no more to buy.
- Direct drive motor for super quiet operation and extra long life.
- Now probably the best selling replacement Disk Drive for the 64/128.
- Comes complete with manuals, connecting leads etc.

FREE COPY OF OCP ADVANCED ART STUDIO OCP

(WORTH £29.99) WHILE STOCKS LAST

DIGITAL SOUND SAMPLER



- The new sampler allows you to record any sound digitally into memory & then replay it with astounding effects.
- Playback forwards/backwards with echo/reverb/ring modulation.
- Now with full sound editing module to produce outstanding effects.
- Full 8 bit D to A & ADC conversion.
- MIDI compatible with suitable interface. (i.e. Datel unit for £29.99, see ad.).
- Live effects menu includes real time display of waveforms.
- Line in/mic in/line out/feedback controls.
- Powerfull sequencer with editing features.
- Load/save sample. Up to 8 samples in memory at one time.
- Complete software/hardware package. Tape or Disk (please state).

ONLY £49.99

COM-DRUM

DIGITAL DRUM SYSTEM

- Now you can turn your digital sound sampler into a digital drum system.
- 8 digital drum sounds in memory at one time.
- Complete with 3 drum kits. Real drum sounds - not synthesised.
- Create superb drum rhythms with real & step time.
- Full editing. Menu driven. Load/ Save facilities.
- Output to hi-fi or through TV speaker.

ONLY £9.99

STATE TAPE OR DISK

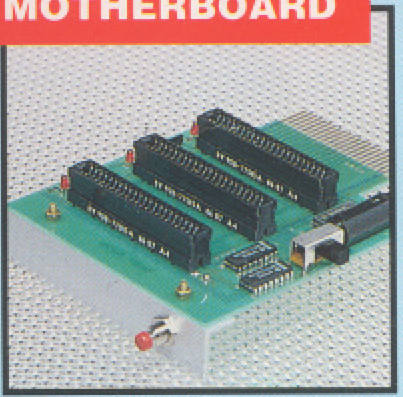
RESET CARTRIDGE



- Unstoppable reset button. NOTE:- user port cheaper type reset buttons offered by others are not unstoppable.
- Resets even so called "unstoppable" programs.
- Add pokes from magazines etc.
- Simply plugs in to cartridge port.

ONLY £5.99

3 SLOT MOTHERBOARD



SAVE WEAR & TEAR ON YOUR EXPANSION PORT

- Will accept three cartridges on it's high grade PCB.
- Switch in/out any slot.
- Fully buffered.
- Reset button and an onboard safety fuse.

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TOOLKIT IV

THE ULTIMATE DISK TOOLKIT FOR THE 1540/1541.

- A disk toolkit is an absolute must for the serious disk user. Toolkit IV has more features than most for less.
- DISC DOCTOR V2 - Read & write any track & sector including extra & renumbered tracks. Repair damaged sectors.
- HEADER/GAP EDITOR - Decodes & displays ALL header information including off bytes & header gap. Rewrite the entire header & header gap. Renumber sectors. Also edit any sector tail gap.
- DISK LOOK - Sort directory. Recover lost files. Display file start /end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam.
- FAST FILE COPY - Selective file copy. Works at up to 6 times normal speed.
- FAST DISK COPY - Copy an entire disk in 2 minutes or less using single 1541.
- FILE COMPACTOR - Can compact machine programs by up to 50%. Save disk space.
- FORMATTER - 10 second format an entire disk or format any individual track or half track 0 to 41.
- ERROR EDIT - Quickly find & recreate all read errors including extras & renumbered tracks or sectors & half tracks from 0 to 41.

ONLY £9.99

DATEL ELECTRONICS

UNBEATABLE MIDI PACKAGE!!



SAVE £30

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM

ONLY £39.99

NO MORE TO BUY - THE TOTAL MIDI CONNECTION



The Advanced Music System is probably the best MIDI/music package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility - add the Datel MIDI Interface and you have the TOTAL MIDI SOLUTION!!

- KEYBOARD MODULE... allows for entry of music from the QWERTY keyboard. Sequencer works like digital recorder.
- EDITOR MODULE... just like a word processor for music. All the features you would expect.
- MIDI MODULE... this is the module which allows the full potential of the Music System and your MIDI keyboard to be achieved. Using the Datel MIDI 64 Interface any MIDI instrument (including Yamaha - see below) can be connected to your 64.
- SYNTHESISER MODULE... probably the most powerfull module. Create sounds with full waveform editing, realtime sequencing etc.
- PRINTER MODULE... allows you to print out your music to a range of printers including Commodore and Epson compatibles. Printout can be edited and can also include lyrics if required!
- LINKER MODULE... allows large musical compositions to be created from up to 26 files linked together - offering Tempo and Time Signature adjustments.
- HUGE RANGE OF FEATURES... Advanced Music System has literally hundreds of commands and features - we have only outlined the main headings - this is a truly professional package.

BUT THAT'S NOT ALL...

...WE CAN OFFER THE ABOVE MIDI PACKAGE TOGETHER WITH THE SUPERB YAMAHA SH10 MIDI SYNTHESISER FOR AN UNBEATABLE PRICE!!

Just look at these features...

- The world's first shoulder keyboard.
- With 25 built-in instrument choices.
- Choice of 25 rhythm styles.
- Vibrato, sustain and portamento special effects available.
- 3 fill-in variations for professional rhythm changeovers.
- Complete range of 32 keys for great melody play-a-long.
- Compose your own backing into the chord sequencer.



UNBEATABLE OFFER

ONLY £99.99

SYNTHESISER, MIDI 64 INTERFACE AND ADVANCED MUSIC SYSTEM PLUS FREE MIDI CABLES - NO MORE TO BUY!!



VIC 20 RAMPACK

- Simple plug-in memory expansion cartridges for your VIC 20.
- Never be short of memory again!
- Two models available - 16K or 32K.
- Both models are switchable for various memory settings i.e. 3K, 16K, 24K, etc.
- Many VIC programs require extra RAM - this is your answer.

ONLY £14.99 FOR 16K

ONLY £19.99 FOR 32K

NOW YOU CAN INCREASE THE MEMORY OF YOUR C16 EASILY



C16 RAMPACK

- Plug in RAM cartridge gives you up to 16K EXTRA MEMORY!!
- That's over 28K free for Basic and even an extra 18K in HiRes mode!
- Plugs in to memory expansion port - then just switch on.

ONLY £14.99

EPROM ERASER

- This handy AC/DC Eprom Eraser will erase up to 4 chips quickly and easily.
- Built-in timer and safety switch on cover.
- Superbly styled - small enough to fit in pocket - even as it works!!
- Works from built-in battery (supplied) or from AC/DC adaptor if required.

ONLY £39.99

LIMITED NUMBERS AT THIS AMAZINGLY LOW PRICE!!

256K SUPEROM EXPANDER



- Select instantly from 8 sockets which accept up to 32K EPROM each.
- Program your own EPROMs using our EPROM programer.
- No need to have lots of cartridges - just make a selection from the Superom menu.
- Fully menu driven on power up.
- Select any slot under software controls.
- Unique EPROM generator feature will take your own programs - basic or m/c & turn them into autostart EPROMs. (EPROM burner required).
- Accepts 2764/27128/27256 EPROMs.
- On board unstoppable reset.
- On board operating systems - no programs to load.

ONLY £29.99

EPROMMER 64™



- A top quality, easy-to-use EPROM programer for the 64/128.
- Fully menu driven software/hardware package makes programing/reading/verifying/copying EPROMs simplicity itself.
- Will program 2716, 2764, 27128 & 27256 chips, 12.5, 21 or 25 volts.
- Fits into user port for maximum compatibility with cartridges/Superom Board etc.
- Full feature system - all functions covered like device check/verify.
- We believe Eprommer 64 is the most comprehensive, most friendly & best value for money programer available for the 64/128.
- Ideal companion for Superom Board, Cartridge Development System, our kernal expanders or indeed any EPROM base project.
- Comes complete with instructions - plus the cartridge handbook.

ONLY £39.99 COMPLETE

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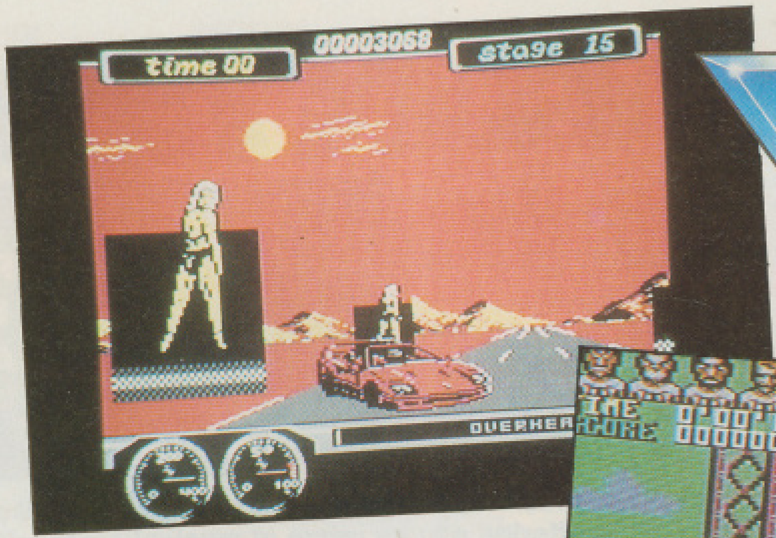
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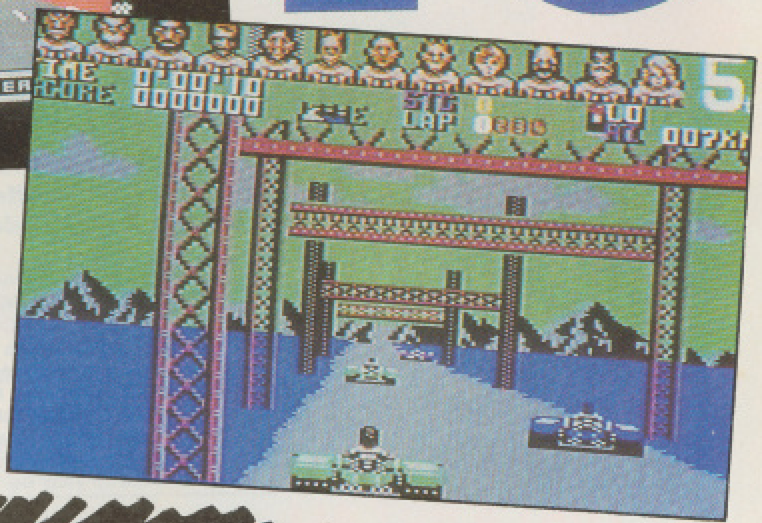
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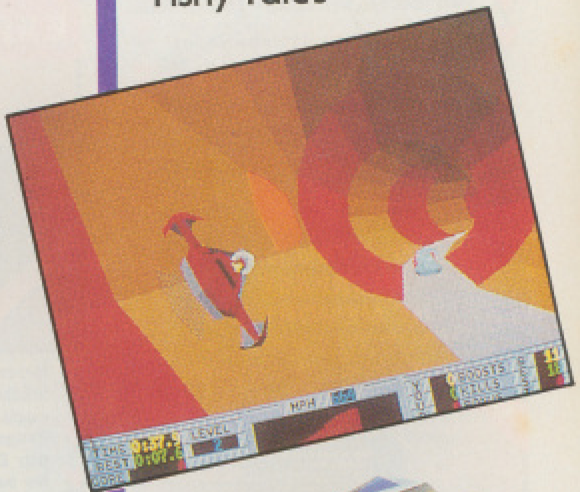
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COMMODORE 64

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FOOTBALL MGR-2	6.95	10.45
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(On sale December 1)

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BUT FIRST THIS...



Well, we're here! Months of planning have finally payed off as the first YC hits the news stands. And what have we got planned?

Apart from the umpteen pages of reviews, news, features, regulars and FREE cassette - containing 4 complete games (Finders Keepers and Kentilla from Virgin Mastertronic, and Spots and Microdot, two original pieces) - that we offer you this month, future issues have a lot more in store.

The free cassette is now a permanent feature, with games and demos offered EVERY month. EXCLUSIVE reviews will come your way, along with up-to-the-minute games news and previews. You'll find a free poster in the middle of YC every issue. Interviews with incredibly famous people will be a regular occurrence, as will features on shows, films and other wild and wacky subjects. And wonderful competitions will beg you to win unbelievable goodies.

I would also like to take the opportunity to welcome new Games Editor Adrian Pumphrey to our team. Adrian is the ex-Deputy Editor of Amstrad Computer User, and the ex-Games Editor of Popular Computing Weekly, so you can be assured he'll be filling YC with some excellent games material.

This also brings me onto another point. At YC we can't have too much of a good thing, so we're looking for a Games Assistant to help Pumpy with his tasks. He/she must be over 16, bright, witty, willing to work in an insane environment, and above all else, must enjoy playing games. If you're interested drop Stuart Cooke (the Group Editor of this amazing title) a note, with a copy of your CV attached, you never know, you might end up being made coffee by me.

That about wraps it up for now, all I can say is enjoy what you are about to experience. If you don't, well I've heard that train spotting is an interesting way to while away the hours...

Rik Henderson.

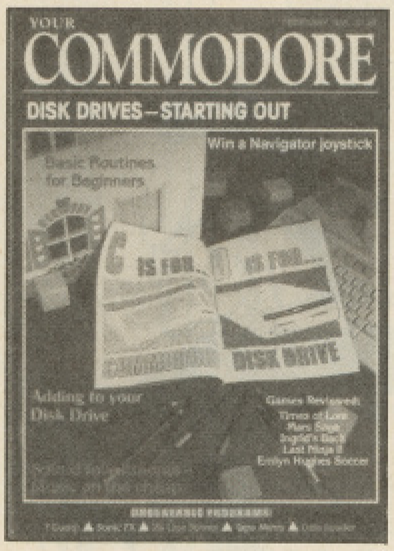
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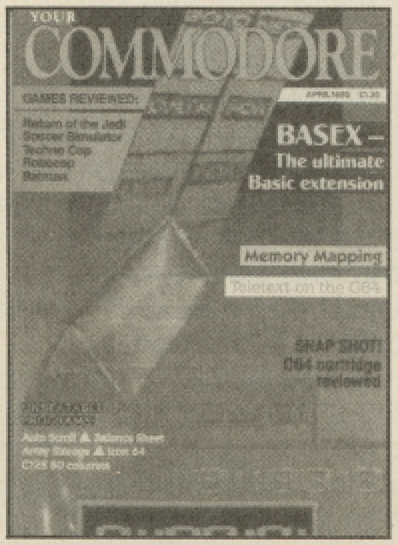
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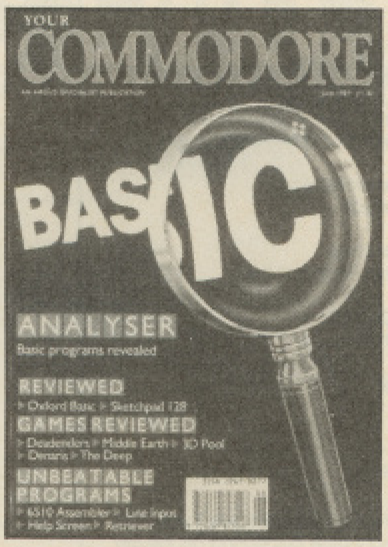
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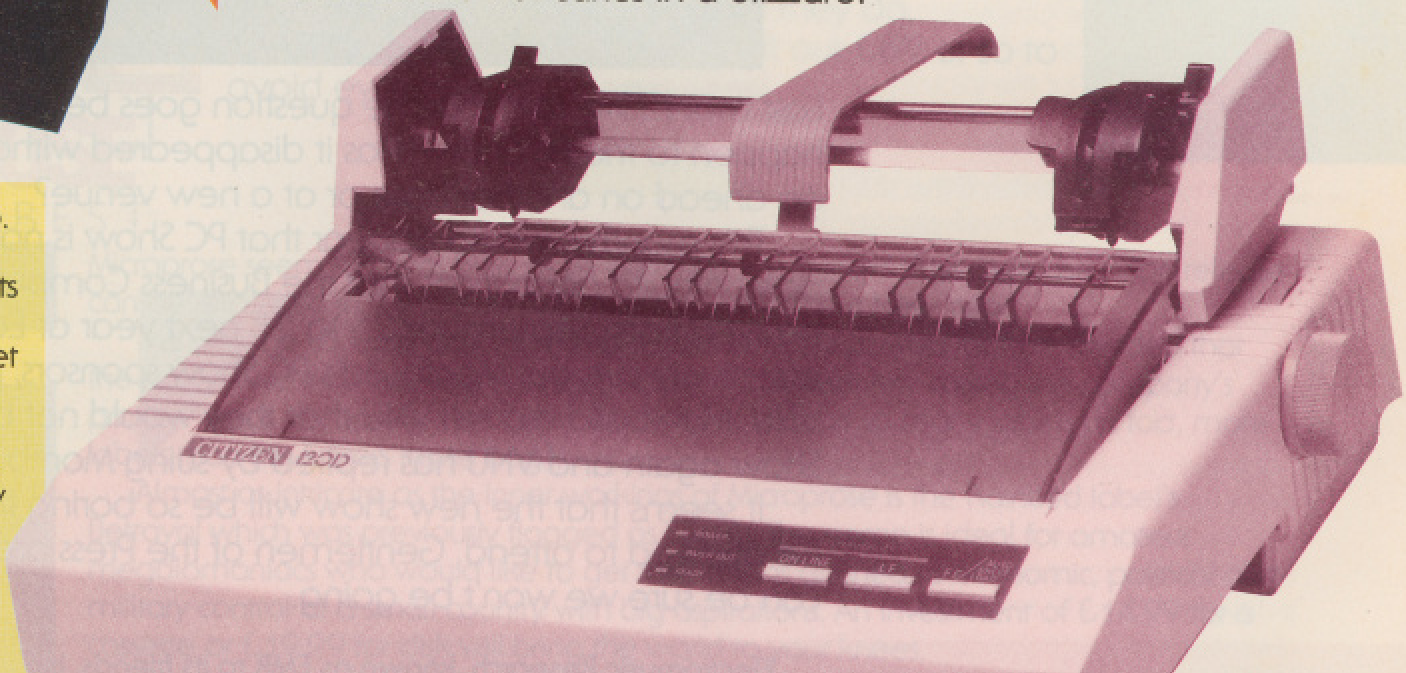
DATA

Software Classics, Electronic Arts grab-a-granny label, has added some excellent and not so aged titles to its list. For the appetising price of £2.99 (£6.99 for disk) you can get some really tasty courses before EA deserts them altogether. So its (probably) last call and take your partners for Serve & Volley, Rack 'Em, Fast Break, TKO, and PHM Pegasus.





A word to those who can program and want to make a fast few thousand. Have you noticed how so many games involve football, kung fu or racing cars? Well why doesn't some enterprising genius produce Ninja Ferrari Soccer Manager in which you control the destiny of karate expert, Gazza, as he spurs his sports car on to win a place in the England team. It would sell like hot cakes in a blizzard.



Here we go. Here we go. Here we go... history isn't the only thing that repeats itself. Yet another company is presenting yet another football game which claims to be "in a league of its own". In this case, the claim is partially true.

CDS' European Superleague sees Liverpool, Arsenal, Rangers, AC Milan, Real Madrid, Bayern Munich, PSV Eindhoven and Marseilles all in the same fictitious league. As manager of one of the teams, you have to steer them through a stormy season to become European League champs.

Printer Pin-Up of the Month is a cheeky little beauty that we've seen before – but never like this. Strip her down and you'll see that her platen lanes has been extended to be slightly wider than A4 and that her tractor drive has been ruggedised.

Just four years old, Citizen 120D now has over 500,000 admirers who all think they own her, but she likes the freedom of the European market. For just £199 she'll perform for you in the privacy of your own home, bless her little 9-pin head.

DATA

THE PERSONAL COMPUTER SHOW

Last month we said that the question goes begging as to what will happen to the PC Show? Has it disappeared without trace or will it still go ahead on another date or at a new venue?

This month it would appear that PC Show is now a thing of the past as Montbuild announces that the Business Computing 90 exhibition will be held from September 25 to 28 next year at Earls Court. This effectively cuts out Montbuild's PC Show sponsors, publishing company VNU. Montbuild did tell VNU that they would not be willing to stage the Show again and VNU has replied by suing Montbuild for £5 million.

It seems that the new show will be so boring that only the trade will be allowed to attend. Gentlemen of the Press are also invited so you can be sure we won't be going.

Electromusic Research, known as EMR to its friends, is launching a new venture called the Computer Music Learning Centre. Equipped with a wide range of Midi instruments, video and computers, the Centre will be used as a seat of learning where punters can gain first-hand experience of EMR's music software and hardware. It seems that your second hand will have to attend a course elsewhere.

Although the company has produced software for Commodore machines the initial one-day courses are aimed at the Archimedes computer – still, mightly oaks may grow from 32-bit Acorns.



It's nice to have a stick you can get both your hands on and that's just what Spectravideo is offering. Looking like a disembodied motorbike handlebar with two buttons, the QS 129 Flight Controller breaks all of the joystick rules. We are currently trying to get our hands on one for review but if you can't wait that long you can grab one for £12.50.

Did you know that video screens may cause cancer and early aging of the skin? Colour screens give off radiation and ultra-violet rays which can harm those who need to work close to the screen.

Data Sound is the latest company to point out these disadvantages as a vehicle to selling its anti-glare VDU screen which sticks to the front of a monitor and cuts back the harmful rays. Isn't it about time that the Government acted to make unprotected screens illegal? Until they do, concerned users will have to shell out £89 or so to avoid eye-strain at the very least.

MICROPROSE FIVE OF THE BEST

Microprose seem to be as busy as US Gold were in the old days. Release upon release can be expected in the run up to Christmas and into the New Year.

This was the US Gold policy in the old days until the powers that be decided that the games were competing with each other and effectively cutting the company's profits. Part of Microprose's problem is having to support so many labels (in fact, more labels than the Editors travel bag).

Almost as intricate as the inner workings of Microprose is the Rainbird label's Betrayal which was previously flagged as Epoch. The game is ideal for amateur megalomaniacs who would like to get their minds attuned to economic, political and military control of a small country with big aspirations. An investment of £14.99 for a cassette or £19.99 for disk will bring the world to your knees.

On the eponymous Microprose label Airborne Ranger's long awaited successor, Rat Pack, is expected to appear in early Spring and promises a weighty tome under the guise of an instruction manual. If your 'situational awareness' needs an awakening, this could be for you.

Just before Rat Pack we should be seeing the company's first space simulation, StarLord, based on a PBM (play by mail) game which Mike Singleton masterminded in the early 1980s before he discovered programming.

Meanwhile, Firebird is working on Oriental Games which is a compendium of four fighting styles in one game: Kung Fu, Hollywood Rules, Sumo Wrestling, and Kendo.

Finally, the interesting, but ultimately wet, Weird Dreams is out for the C64 at £14.99 (cass) or £17.99 (disk).

ON THE TAPE

SPOTS

Spots is a dice game for up to four players, although the game allows the computer to play any or all of these players. Brief instructions are included in the game and a more detailed explanation is included below. The game is similar to some commercial dice games but uses more dice and slightly different rules that increase the strategy element of the game.

Play involves initially rolling six dice and subsequently choosing to hold on to or roll, any or all of them in up to a maximum of three further throws. The aim of each throw is to try to use the dice to make one of a number of scoring patterns. Thus the skill lies partly in choosing which dice to hold on to and which to rethrow, and partly in deciding how best to score the result.

There are fourteen patterns or categories that a player may aim for and these are listed on a score-card at the side of the playing area. On completion of each throw a score *must* be entered in one of these categories, even if the dice do not complete the chosen pattern in which case the score for that category will be zero. So a complete game consists of fourteen rounds, each player filling one category on his score-card each round.

The fourteen categories can be broken down as folows. The first six are the number categories "ONES" to "SIXES" and are used to score any pattern of dice that contains any dice of the selected value (ONES=1, TWOS=2...) - the score in each case is the sum of the spots on these dice. For example the dice pattern 6 6 1 4 6 4 would score 1x1=1 point in "ONES", 2x4=8 points in "FOURS" and 3x6=18 in "SIXES". If the pattern contains no dice of the selected value, then the category score would be zero.

The next three categories are "SHORT", "LONG" and "FUL" and are used to score patterns that include a number of dice whose spots are in order. "SHORT" requires at least 4 dice in order so any of 1 2 3 4, 2 3 4 5 and 3 4 5 6 will score the 10 points available. "LONG" requires at least 5 dice in order so 1 2 3 4 5 or 2 3 4 5 6 will score the 20 points available. A "FULL" requires all six dice to be in order so only 1 2 3 4 5 6 will score the 30 points here. (Note: The dice do not have to be displayed in the given order, the points will be scored as long as each of the dice needed is somewhere in the final pattern.)

The four categories from "SET 3" to "SET 6" are used to score patterns which have a number of dice showing the same spot pattern. "SET 3" requires at least three of the dice to be the same, "SET 4" requires 4 dice the same and so on up to "SET 6", in which all six dice should be the dame (which does not happen very often!) The scores for these categories are 20, 30, 40, and 50 points respectively.

The final category is called "CHANCE" because it is a chance to score ANY pattern of dice, the score is simply the sum of all the spots shown on the six dice, so 2 4 1 2 6 2 would score 2+4+1+2+6+2=17 points, the minimum score is 6 and the maximum 36 so don't waste it.

In addition to these scores two BONUSES are awarded, the first if concerned with the number categories "ONES" to "SIXES"; if the sum of the points in these six categories is greater than 69 a bonus of 50 points will be added to the player's score. The second bonus is awarded at the end of each game, for each player it starts at 25 points and is reduced by 5 points for each category with a zero score, so if a player has more than four zeros on his card he will get no points from this bonus.

Control of the game is achieved using a joystick in port number 2.



▲ **Let's find out what's on the tape with Candy!**

The joystick will control a "cursor" on the screen, use the joystick to point the cursor at the required function and press the button. There are several selections to be made at the beginning of each game, such as number of players, but these are self explanatory. On the main screen of the game are several options;

The numbers "1" to "6" are used to move dice into a "rack" which then may be kept whilst other dice are re-thrown. To score a given die in the rack, simply select the number that is shown below that die.

The remaining three options are:- "ROLL" which is used to re-throw any dice that are not scored in the rack, "DICE" which is used to empty all the dice out of the rack - in case you change your mind or find a better pattern to keep, and "STOP" which will move all of the dice into the rack and end that turn.

In a similar way, scoring is done by pointing the cursor at the selected category on the score-card and pressing the button. Choose carefully as mistakes cannot be taken back!

The only section not controlled by the joystick is the entering of player's names. This is done directly through the keyboard. Names may be any alphanumeric sequence of up to ten characters, the names are not checked in any way as they are purely for the benefit of the players.

As explained in the program, to make the computer play for a particular player, simply press the Return key without entering any name for that player. The computer will give its first player the name CPU

1, second CPU 2, and so on.

For anyone interested, the strategy of the computer players is based simply on probability and loss minimisation - the computer will attempt to make the pattern it thinks has the greatest probability of success and will score the results so as to lose the minimum number of points. As the game is largely dependent on chance - the spots on the dice - this strategy is sufficient and the computer will play a reasonable game. In general scores during games tend to be close until the later rounds and it is very easy for the situation to change suddenly - particularly when any bonuses are added.

At the end of the game the score cards will be shown along with the finishing positions of the players involved. Pressing the Return key as indicated will return to the title screen and the start of the game.

At any time between the title screen and the final scores the game may be aborted and re-started by pressing the Control (CTRL) key.

Microdot

It is said that back in the 20th Century there used to be people who repaired computers when they broke down. They said that computer repair would be a thing of the past way back in the 21st Century - little did they know!

Of course now that the impossible has happened and a military satellite has passed through a freak radioactive storm, malfunctioned, and is getting itself ready to blast us all to Kingdom Come, it's my job to sort it out.

They've given me the 'MICRODOT', a tiny remote controlled craft capable of entering the satellite and absorbing all of the 99 radioactive particles that the storm left scattered around. And of course it's my job to pilot it around, avoid the hazards, collect the particles and save mankind, again!

Obviously that's not all they expect of me. Once I've collected all of the particles I've got to re-activate the circuits inside the satellite and get the Microdot out - all before mankind resembles a greasy fried egg. Why me?

Play The Game

MICRODOT is controlled by a joystick in port 2.

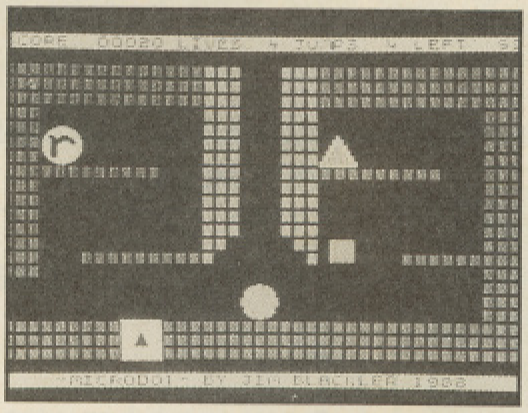
Left and right move you horizontally.

Fire causes microdot to jump.

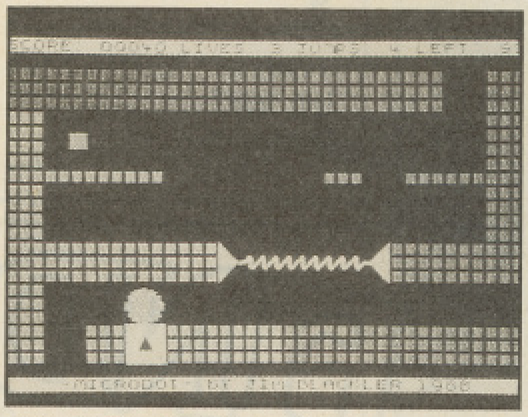
For extra height use the SPACE BAR to activate the jumpdrive, fire and up on the joystick performs the same function. Watch out you can only use the jumpdrive five times per game - unless you find more.

Watch out for the following on your travels:

BONUS TRIANGLES - One of six random bonuses;
CONVEYOR BELTS - Carry MICRODOT in their direction of flow;
RESET POINTERS - Contact with these blue squares marks the return point following your death.
SPARK TRAPS - A dangerous spark travelling between two points;
RUBBER MATS - Cause MICRODOT to bounce.



▲ Let's get dotty!



▲Radiation's what you need...

To complete the game the player must collect all of the radioactive particles, find an "electricity switch", then leave by the gap created for his escape.

And There's More...

For players with creative tendencies MICRODOT comes complete with its own construction set. This allows you to create a whole new set of levels. To enter the editor press 'E' while on the opening screen.

Editing the Layout

The landscape in MICRODOT is made up of blocks of 3*3 characters; including the reset triangles, rubber mats, etc. Each level is a 13 by 7 matrix of 91 blocks; the main labyrinth is a 12 by 12 matrix of 144 levels.

A joystick is used to move the cursor through the levels. If you move out of the matrix you will move out of the editor and back into the opening screens of the game, the back arrow key (top left of keyboard) has the same effect. The fire button on the joystick is used to lay the character that you are currently moving around. Press any letter to change the character that you are going to place. The INST-DEL key will display all of the blocks available. The function keys are used to select which of the four different block styles is selected.

If you want to delete, the @ key will select a character that allows you to rub-out your mistakes.

To set the start point press the = key.

Two blocks (F and X) consist of 3*3 blobs of electricity and appear to be identical. Well, they're not. Always use F, except when the blocks form a pool embedded in the ground.

Each room has separate colours for the blobs of static electricity, the rubber mats and the four different brick types, these are normally changed with keys 1-6. Since these keys are also used when editing the objects a letter at the bottom signifies which mode these number keys are in. When C is displayed the number keys change the colours, when S is displayed they change the objects or Sprites. Use the RETURN key to change mode.

With spark traps use the N key to lay the beam between the pointers.

Positioning Objects

The moving blocks of electricity, radioactive particles, bonus triangles and the final electricity switch are all sprites or objects. A maximum

number of seven sprites is allowed in each room, each with its own reference number. To create a new sprite use the lowest unallocated number, eg. if there are 5 sprites on the screen press key number 6, 1 on a screen with no sprites etc. To change an existing sprite simply press its number.

Alter the position of a sprite by moving the joystick, alter its colour by pressing C. Press T to move through the four sprite types. Sprites can be wiped using W or fixed by pressing fire.

Moving sprites travel for a specific time and then return. This time is measured by the RU value shown at the base of the screen. This is changed with the + and - keys. D is used to change the starting direction, S changes the speed of movement and A changes the animation speed.

To see what your sprite looks like hold down the left shift key. NB Sprites must NEVER overlap.

Save It All

Pressing the CTRL key while in the editor produces the Input/Output menu. From here you will be able to LOAD or SAVE your creations to or from cassette or disk. Note, if using disk you will only be able to save one level on each side of your disk.

Editor Control Summary

JOYSTICK	Moves Cursor
FIRE	Lays Block
A-Z	Changes block
@	Delete block
INST-DEL	Display blocks
Backarrow	Return to game
CTRL	Input/Output mode
Left SHIFT	Tests animation
—	MICRODOT'S start
F1	Select Block style 1
F3	Select Waves
F5	Select Spheres
F7	Select block style 2
RETURN	Changes purpose of numbers
If S displayed	Changes sprite
IF C displayed	1 Changes static colour
	2 Changes rubber colour
	3 Changes block(1) colour
	4 Changes wave colour
	5 Changes sphere colour
	6 Changes block(2) colour
SPRITE MODE	
Joystick	Move sprite
Fire	Fix sprite
T	Change type
C	Change colour
A	Animation speed
S	Movement speed
D	Start direction
W	Wipe sprite
+ and -	Adjust sprite area
left SHIFT	Test animation
Backarrow	Back to game

B

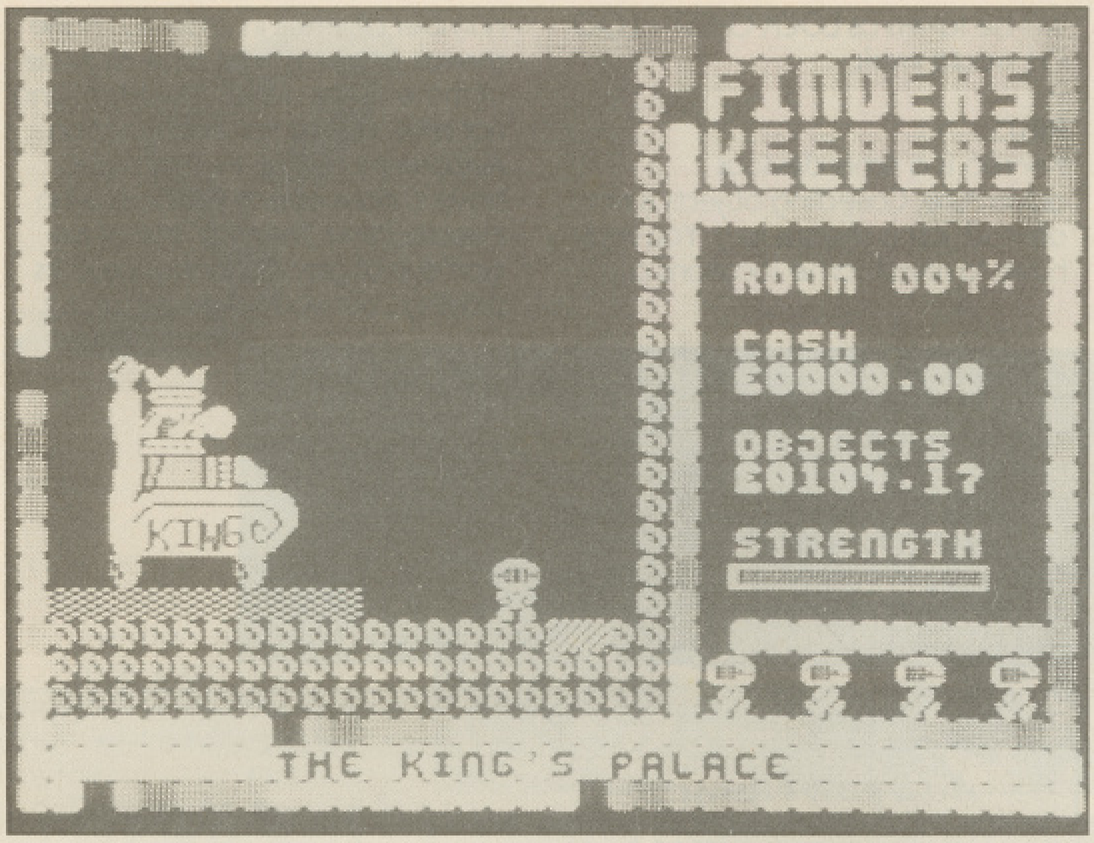
FINDERS KEEPERS

The King of Isbisima is, to say the least, a little upset. Tomorrow is his daughter's birthday and he has no idea what to get her.

As Magic Knight you have been ordered to find the Princess Germintrude a very special present. This may be your chance to prove that you are worthy of joining the famed 'Polygon Table', the highest honour any Knight could wish for!

The King transports you to the Castle of Spriteland which is teeming with many weird and wonderful creatures. Also there are two mazes which contain many of the Queen's relatives! Apart from the grisly ghouls and energy sapping creatures there





are ghostly traders who are often quite willing to exchange the treasures that you find in the Castle for money which they stole in their former lives.

Some objects will react with each other to form either more or less valuable objects, to sell or collect. You now have two choices:
1 You may try and collect as many treasures as possible and escape from the Castle of Spriteland.
2 Collect the treasure in order to please the King and the Princess Germintrude and join the Polygon Table.
Will the temptation of keeping all the treasures be too much for you or are you loyal to the King and the Polygon Table of Isbisima?

◀ **Do you think, perhaps, that he's the King?**

Controls

	KEYBOARD	JOYSTICK
Left	Z*	
Right	X*	
Up	P*	
Down	L*	only used during Mazes
Get	G*	G*
Drop	D*	D*
Trade	T*	T*
Pause/On/Off	F1*	F1
Abort	F3*	F3
Examine	E*	E*
Jump	<*	FIRE
Music On/Off	5	F5
Border On/Off	8	

* Can be redefined at outset of program



KENTILLA

Kentilla has a sophisticated input editor to ease command entry.

CAPS SHIFT 0 -
Delete character at left of cursor.
CAPS SHIFT 9 -
Insert a space at cursor.
CAPS SHIFT 8 -
Move cursor right.
CAPS SHIFT 5 -
Move cursor left.
CAPS SHIFT 1 -
Recall last command. This must be used before any other input is made. It is useful for lengthy battles, correcting mistyped commands or conveniently altering a command (eg. after KILL URGA you might want

Single Word Commands

NORTH, N etc	Move in specified direction.
INVENTORY, I	List carried objects.
LOOK, L	Redescribe location.
SAVE	Save game present position.
LOAD	Load saved game.
QUIT	End game: start again.
SCORE	Check % progress through game.
WAIT	Do nothing.

to EXAMINE URGA so just recall the last command and overtype KILL with EXAM).

The following are some of the more important verbs which are accepted. There are many more which you will have to find for yourself.

will be taken as LOCK CHEST - LOO CH would work.

HINTS

Kentilla is a richly devious adventure. Collecting objects is not an end, just a means to it. You may have to revisit some locations a number of times in order to make overall progress, and time may be of the essence. Much is hidden, and not revealed at first examination. Apparently useless things might have curious effects on those who threaten you. The very title of the game is of great importance in its playing.. but you will find that out...

GET	TURN	LOCK	REMOVE	TIE, UNTIE
SEARCH	EXTINGUISH	LOOK	GIVE	OPEN
LEAVE	TAKE	HIT	EAT	PULL
THROW	KILL	DROP	PUT	LIGHT
UNLOCK	SAY	ATTACK	EXAMINE	CAST
PUSH	WEAR	CLIMB	ENTER	

ALL can be used with the verbs GET and DROP to pick up everything in a location or drop everything carried. It will ignore hidden objects, etc., and dead characters. LOOK is used for seeing into containers, eg, LOOK INTO CHEST. It can also be used to look at adjacent locations, eg; LOOK EAST will tell you what objects and creatures (except hidden ones) are there.

When giving an object to a character, it must be done in the form; GIVE (object) TO (character). Eg; GIVE SACK TO ELVA.

Talking to other characters

To talk to another character you must mention the character and use quotes, eg; SAY TO OGERON "GIVE ME THE SWORD". Friendly characters will usually cooperate if they can - others not necessarily!

Sentences are not limited to VERB/NOUN, although this is sufficient in many cases, eg; GET SHIELD or GET THE LARGE SHIELD.

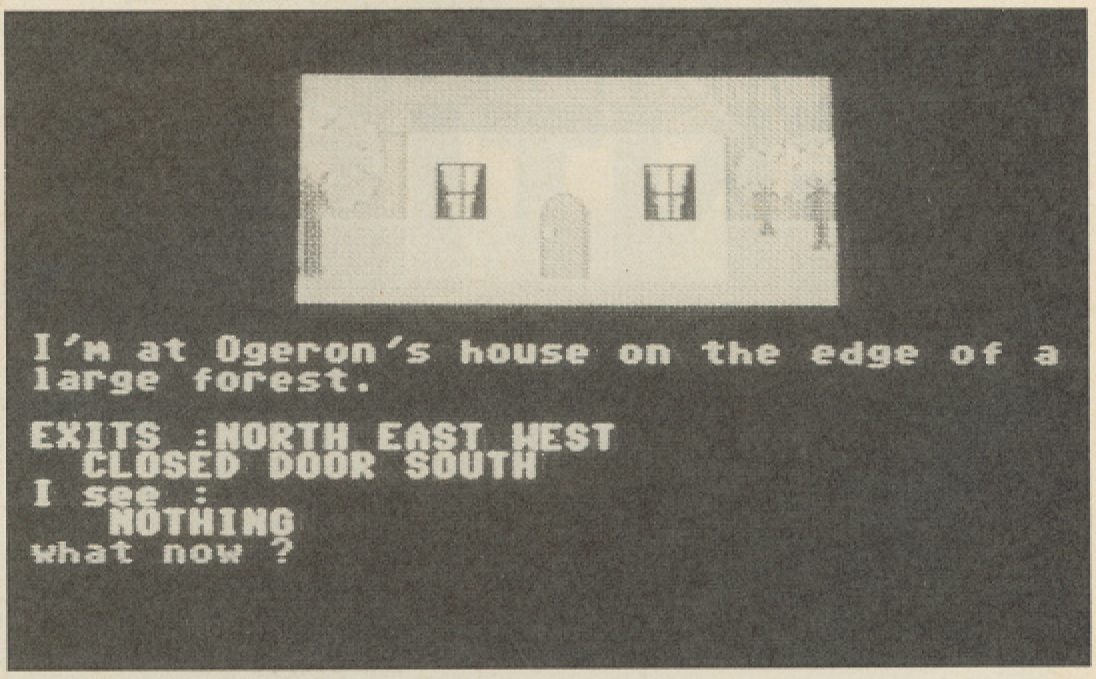
In many cases longer sentences are necessary, eg; PUT SWORD INTO CHEST or UNLOCK RED DOOR WITH LARGE KEY.

Many objects are described by both noun and adjective, eg; LARGE KEY or NASTY KNIFE. If you want to get the large key you could try GET LARGE, GET KEY or GET LARGE KEY. The first two might be accepted, unless there are any other large objects or keys around - this would cause confusion.

Abbreviations

Most words can be abbreviated to two letters, and some to one, eg; OPEN DOOR can be OP D. Ambiguity can arise, though (for example) LOOK IN CHEST as LO CH





STRIDER

Title: Strider
Supplier: US Gold
Price: £9.99 Tape

One man, carrying one sword against the entire Red Army may not sound like a fair match but when that man is the iron strong, titanium blade wielding Strider it will be the Russians that think they are outnumbered! Your mission is to infiltrate the Reds and send back secrets that could save the world. Beware, this is not the Russia of glasnost and peristroika, it is set in the future where the KGB guards wield laser rifles and are joined by deadly robot gorillas.

Strider is without doubt the most athletic hero you will ever control as he jumps and somersaults his way through the game's scrolling screens. After all, the world's been saved before, although this time you'll do it in style. So as he leaps over the walls of Moscow's Red Square or over the frozen peaks of Siberia even the smallest jump is replaced by a perfectly executed triple flip.

When in battle, Strider's sword sweeps in an arc of death and flashes so quickly that human eyes can only detect a blur as yet another enemy falls.

The game helps you get started by giving Strider a droid that circles him and acts like a protective shield. But very soon you're on your own and you must battle through the heat of lowland jungles - guarded by poison dart spitting rockmen - before a final battle with the Grand Master of the KGB.

During this epic struggle you will confront a host of enemies, including laser gun emplacements, heavily armed KGB agents, sobre toothed tigers, rockmen androids and giant end of level creatures (such as the massive metal monkey that guards the entrance to level two).

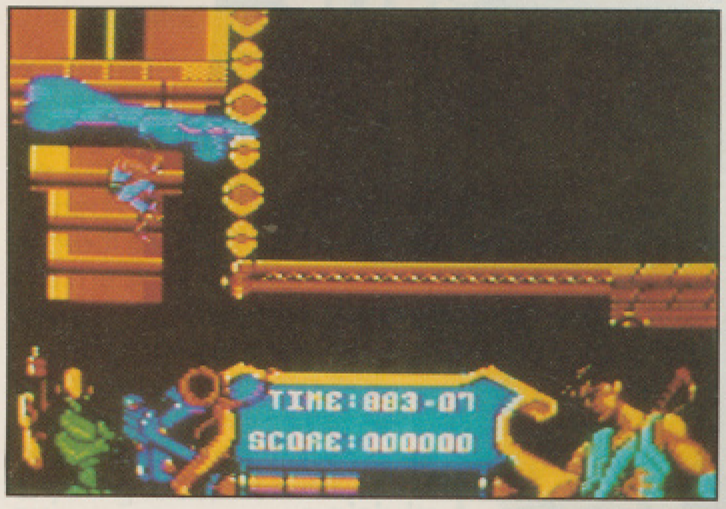
US Gold and Capcom have done it again and have converted a coin-op machine that's every bit as good as Forgotten Worlds. It's also just as fast and graphically impressive as the earlier 16 bit versions. So if you want the best in heart pounding arcade action stick with your C64.

TH









▲Strider black horse to Banbury Cross...

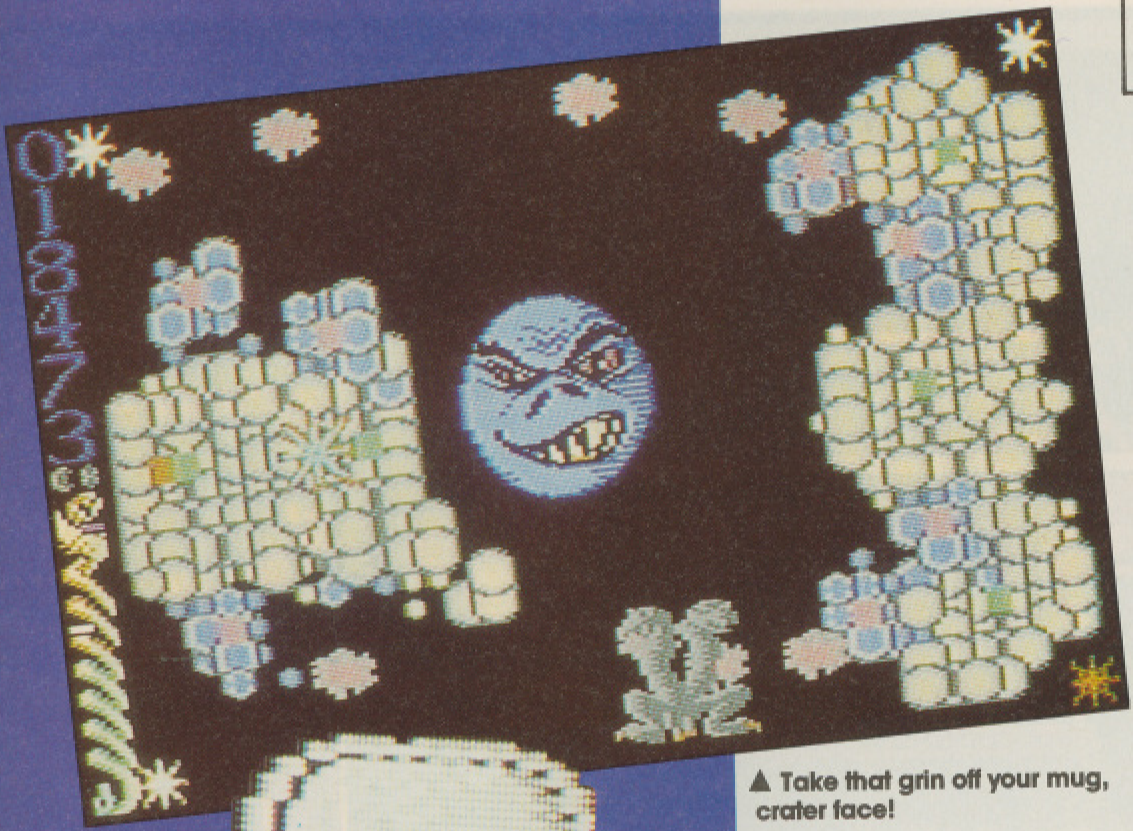


Hack, slay, maim and that's ▶ just for breakfast. Lunch is a lot more violent!

86%

WICKED

FUN ★ 1

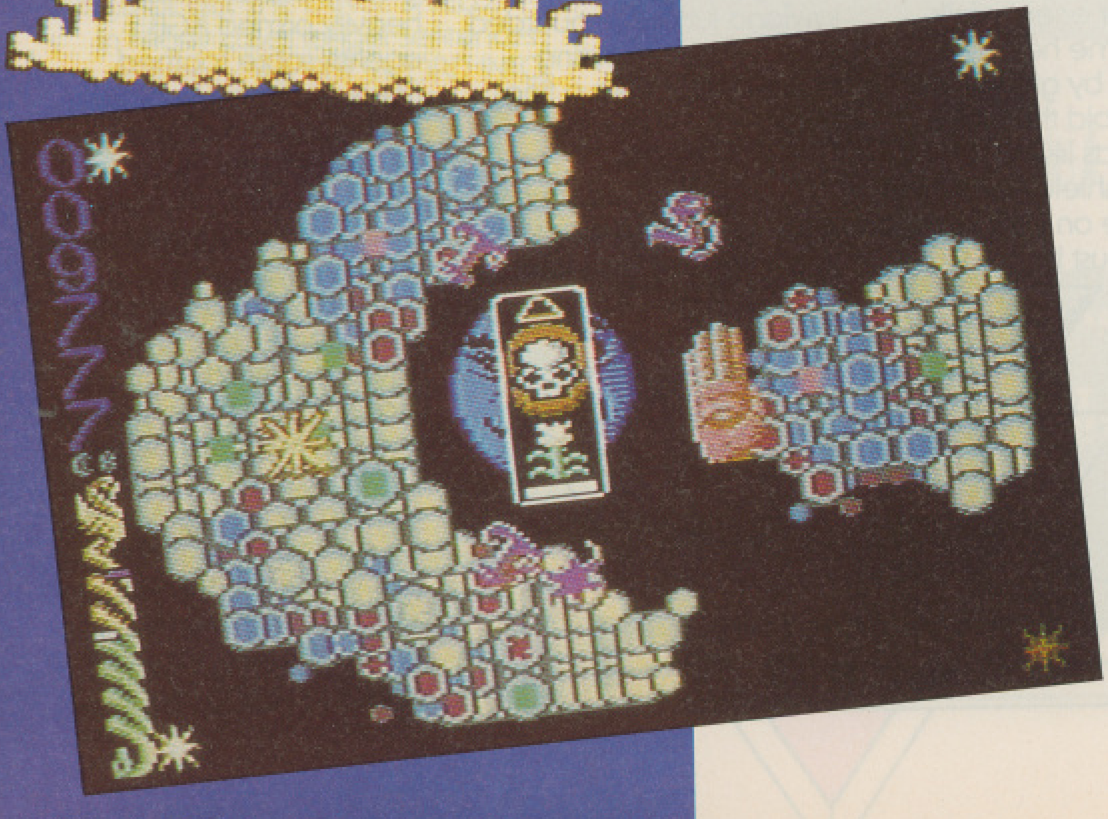


▲ Take that grin off your mug, crater face!



Title: Wicked
Supplier: Activision
Price: £9.99 Tape, £14.99 Disk

You need hands... ▼



Shoot-em-ups come and shoot-em-ups go, and some may stick around for more than five minutes. Wicked is no five minute wonder because it will probably take you far longer than that to understand what the heck is going on.

You've been out on the booze again with the Gods of law and order and during some foolish bet, which your memory fails to explain, you've been turned into a ring of fire. This is not as bad as one might think at first, I mean it makes barbecues a lot easier to hold. The only prob is that you've got to complete a task before you can settle down to a quiet life on Patsy Kensit's gas stove.

It's the Beast see (he must've heard the joke that you told in the pub about the Juniper bush, the Devil himself, and a rather peculiar shaped carrot) he's taken over the entire constellation, and you – as the hunkiest ring of fire in existence – must save all by rescuing each of the zodiacal signs.

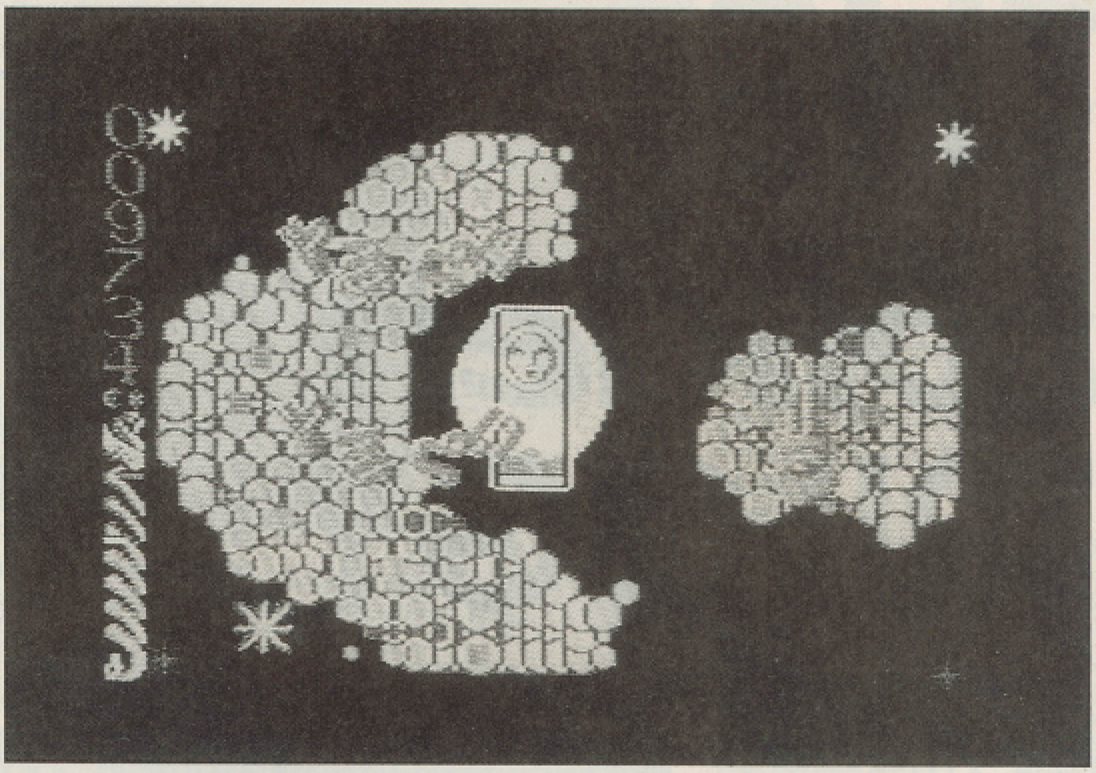
Now comes the confusing part. You start the game by choosing which sign you wish to clear first. They are all in levels of difficulty and you can only choose the easiest three at the beginning. And then it comes down to the game itself.

As the ring of fire, you can move around the playing screen at will, although there are many meanies around that will sap some of your energy on contact. The constellations are plagued with small lumps(?) of viruses which you must eliminate with your own particular yellower than yellow virus. You can plant more seeds (or spores) when they become available, and when the spore is set in a position it will grow and multiply into a large mass of yellow blobs.

The 'dark forces' are also multiplying and growing, and once you have wiped out all of the dark spores it is time to move onto the next screen, and therefore the next battle. There are three 'battles' to be won in each of the twelve constellations and they fair from easy to bloody impossible.

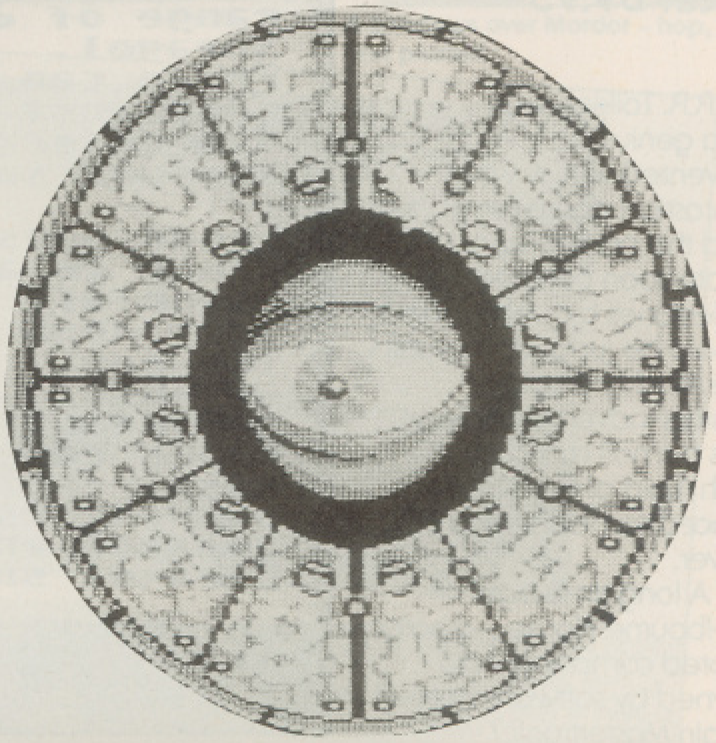
There are also extra abilities to be collected from the middle of the screen in the form of Tarot cards that pop up every now and again, some have bad properties, some good. And there you have the gameplay, easy in principle, confusing to watch, and absolutely great fun to play (very addictive too).

I was none too impressed when I first saw this on the Amiga, and thought it was some programmers attempt at trying to do something novel (and failing abysmally), but my mind has been totally altered by the 64 version. The graphics are very close to their 16-bit counterpart, and possibly look even clearer on the screen. The controls are so simple that even a ten year old artichoke could grasp them. Even the sound is souped up to a degree that it resembles 'real' music.



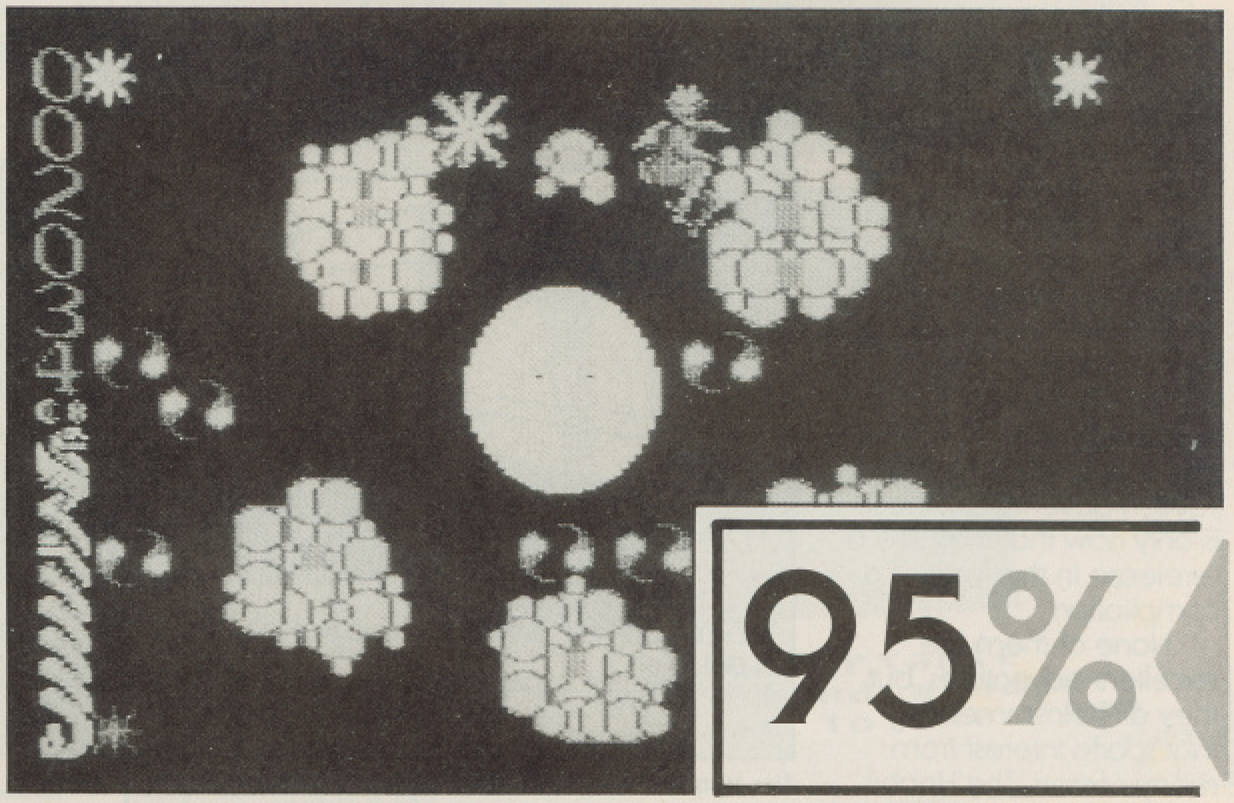
Bring me sunshine! ▲

Wicked is, how do I put this without sounding too cliched or pretentious, wicked! It is a game that has me squealing for more. A game with more to it than the average shoot-em-up. A game that will rake in unbelievable amounts of dosh, if I have anything to say about it.
RH



Eye, eye captain. ▶

Blobby, blobby, blob, blob! ▼



95%

THE *tölkién* TRILOGY

Title: The Tolkien Trilogy
Supplier: Beau Jolly
Price: £9.95

J.R.R. Tolkien was a genius, his invented worlds were fantastical and enormous, and the books that he wrote soon became milestones by which others would be judged. They still are, and any epic fantasy adventure always has a small comparison with 'Lord of the Rings' placed somewhere on its cover.

A long time ago, Melbourne House - a hairy footed company (now owned by software ogre Virgin Mastertronic) - released a cute little adventure based on The Hobbit. It rapidly found immense fame and fortune, and was acclaimed by most to be the best adventure of all time. The fact that it wasn't was sadly overlooked.

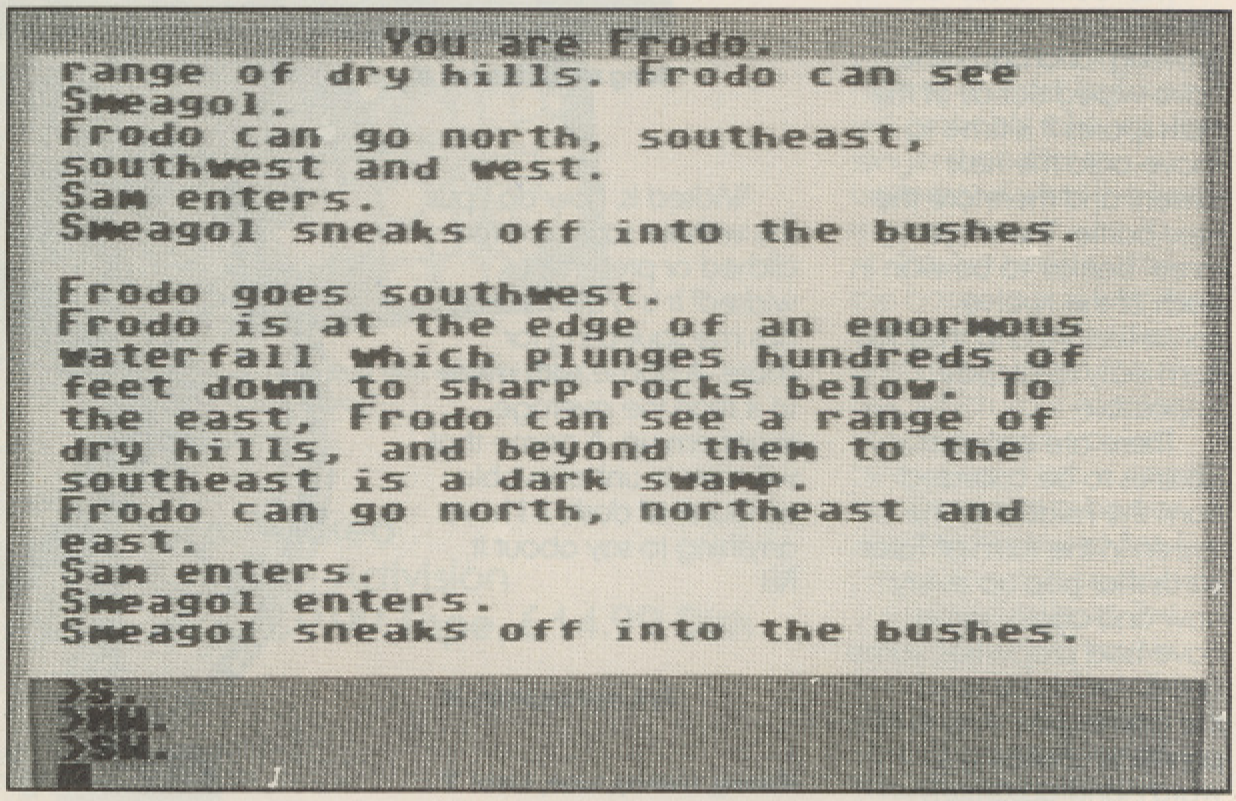
It took several years before a sequel was to appear, but appear it did. And then a third one to make up the trilogy of Tolkien adventures. And it is only now that they see a rerelease in the form of a compilation.

None of them are excellent adventures, but they all hold something that sparks interest from many corners. The Hobbit is a moderately easy game, and was one of the first graphical adventures. You play the part of Bilbo Baggins, a Hobbit who lives in a hole. Not a dark, damp hole, but a well furnished hole - the sort of place you would expect a hairy footed person to live in.

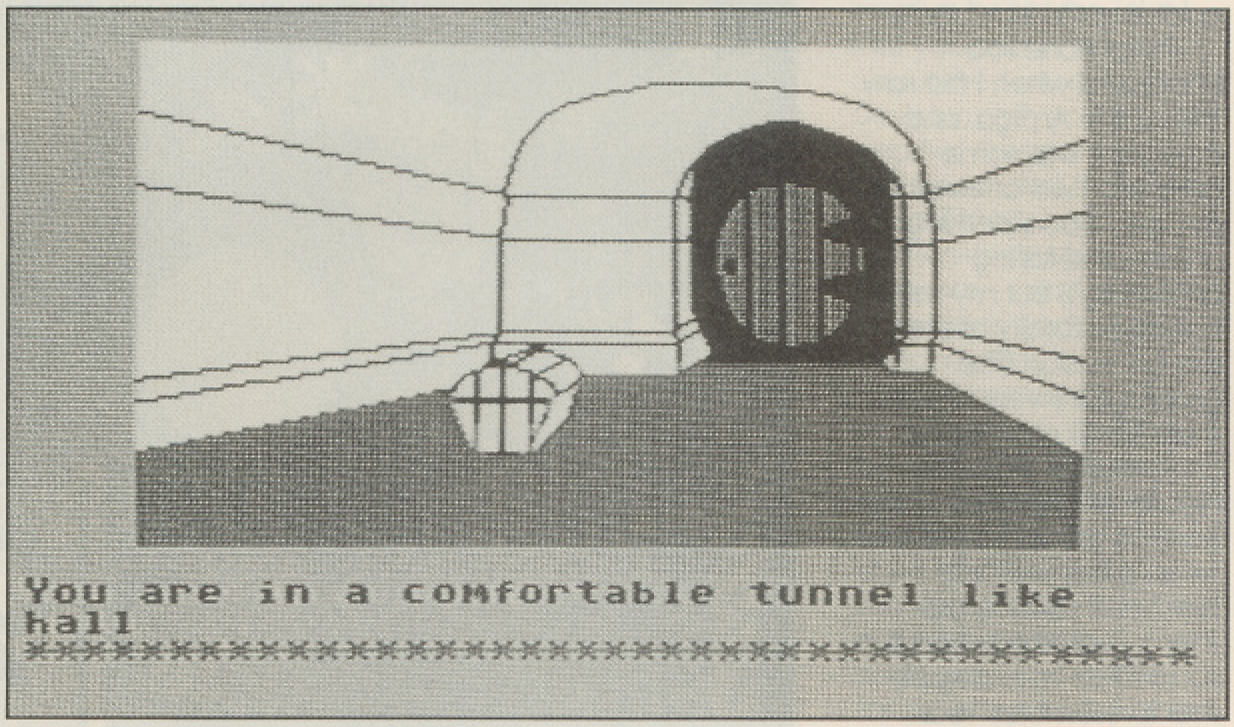
The adventure follows his frollicks with Gandalf and Thorin (a grumpy, but handy, dwarf) and his quest for fame and riches. All this is done in the revolutionary (well, it was all them years ago) Inglish parser, which now seems dated, but still perfectly usable.

Lord of the Rings and Shadows of Mordor also use Inglish, but not quite to the same effect. Communication with other characters is the best advantage of Inglish, and apart from that bonus it's very similar to any other early adventure parser (you'll find you will have to think for hours about the right word to use).

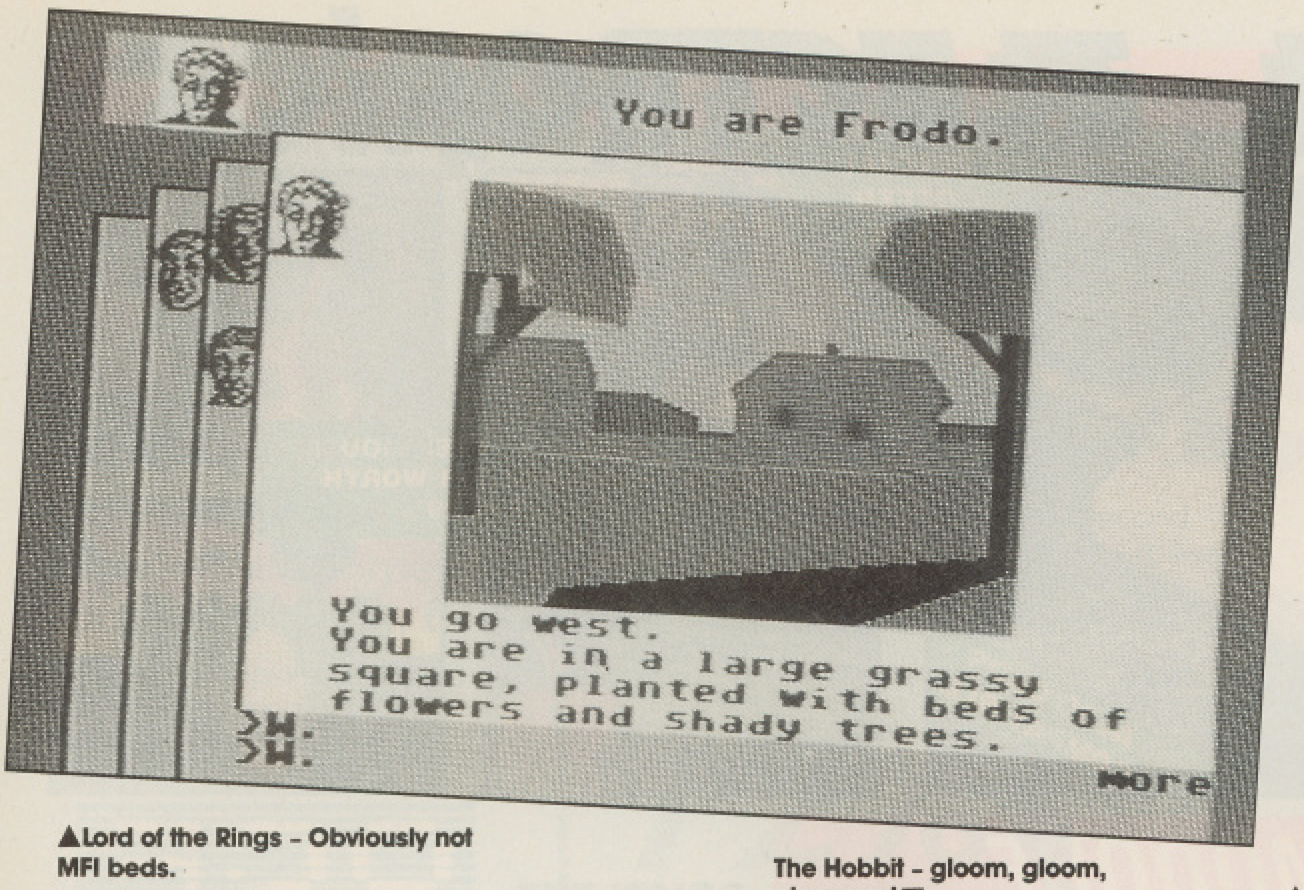
Lord of the Rings comes with two adventures, one for



Shadows over Mordor - Sneaking?▲



The Hobbit - Pwoar, what a chest!▲

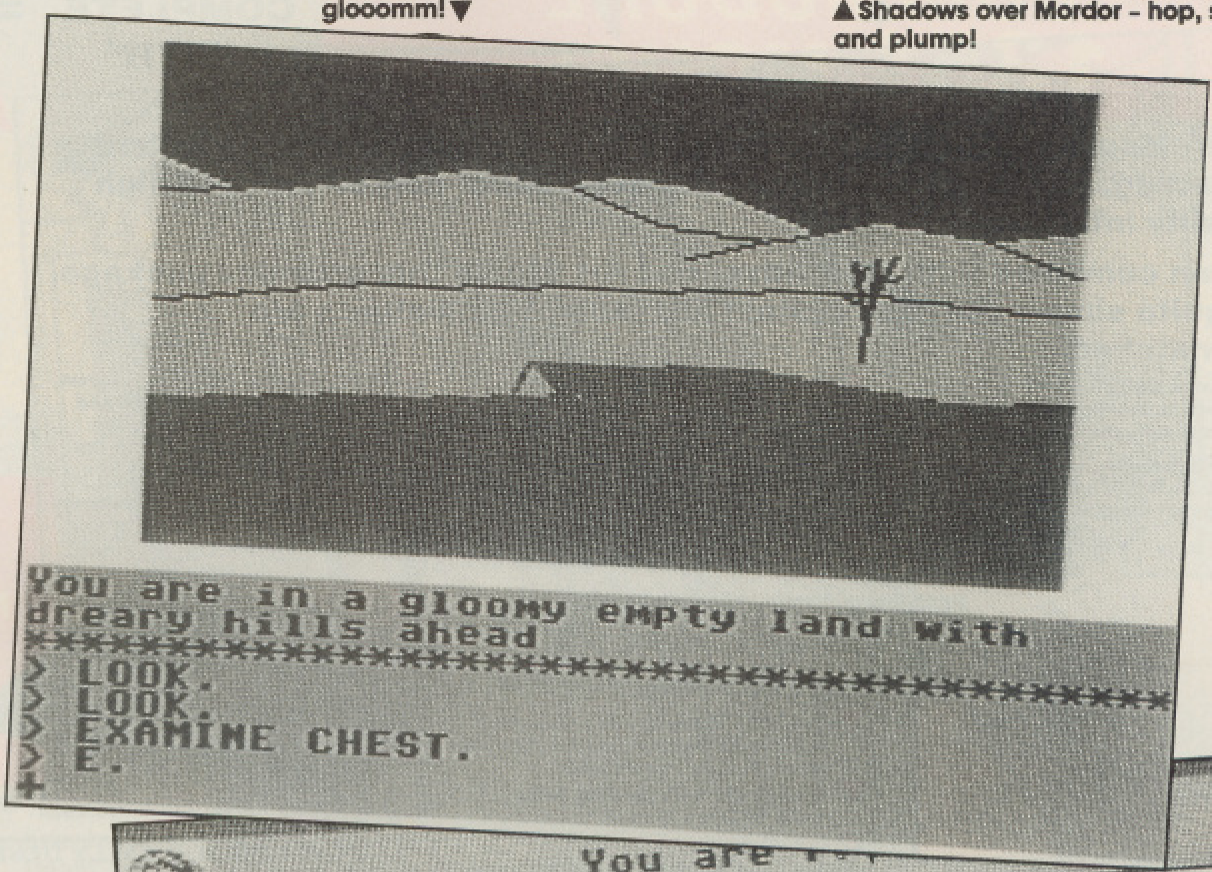


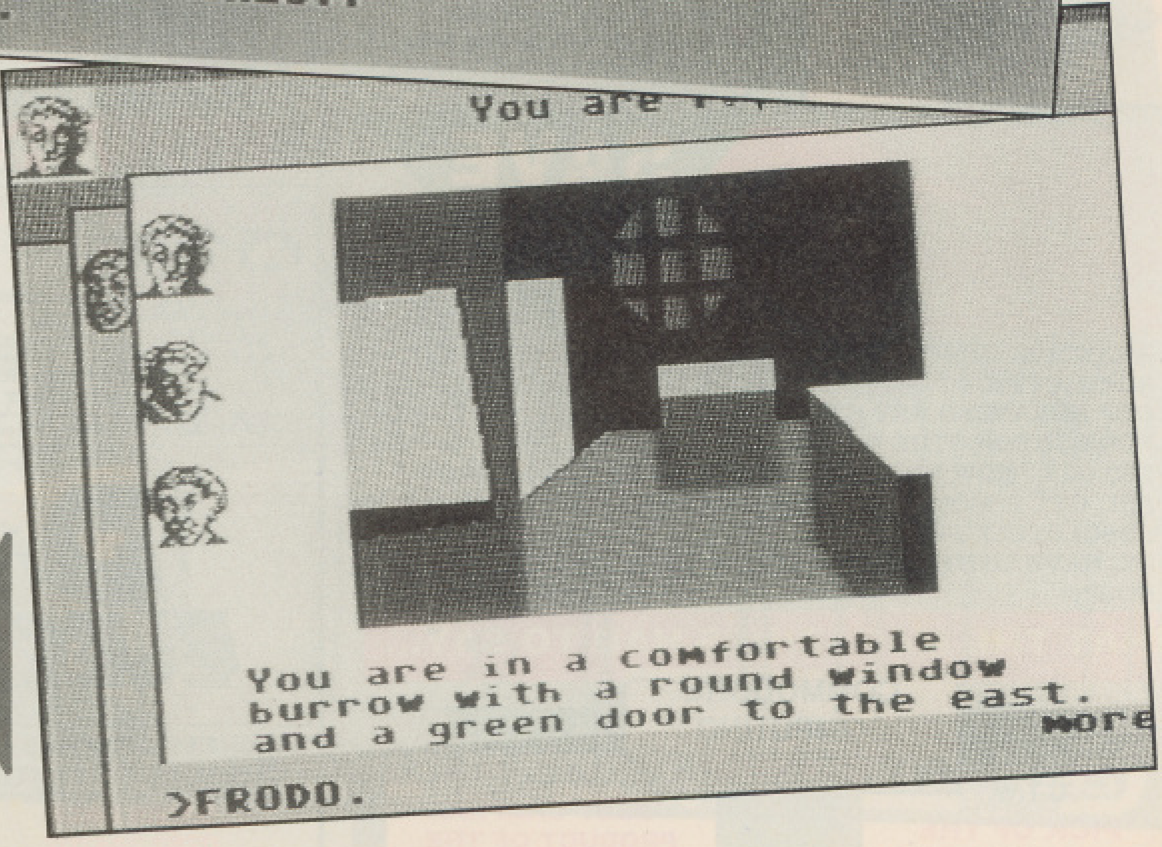
▲Lord of the Rings – Obviously not MFI beds.

beginners and one for the more experienced. The only problem here is that they are both unfeasibly slow in updating text (and there isn't as much use of graphics as in The Hobbit). The plot moves on to Bilbo's nephew, Frodo, who, with the aid of his Hobbit chums, has a far more daunting task to perform. Frodo now bears his uncle's ring, a magic ring of power, which is greatly sought after by Sauron, the Dark Lord. You must do everything in your power to prevent him having it.

At any time on Lords, you may switch characters and become one of the other Hobbits, and this is quite necessary for success. The same applies to Shadows of Mordor (which continues the epic where Lords left off) and it could be seen as a novel feature. The major problem with both of these later games is that they are far too slow, and would only appeal to the die hard adventure fan

The Hobbit – gloom, gloom, glooomm! ▼





68%

(who won't find them that challenging) or the die hard Tolkien fan (who may find them too challenging).

It is not a bad compilation, and is certainly worth the money, but normal gamers may want to steer well clear, unless they would like to play a piece of games heritage in the form of The Hobbit.

SMCK



▲Shadows over Mordor – hop, skip and plump!

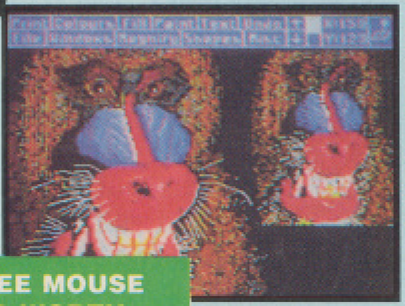
DATEL ELECTRONICS

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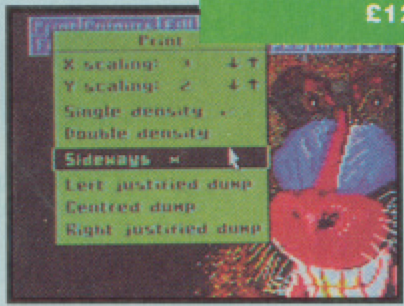
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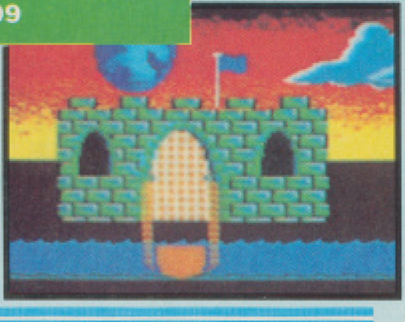






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XENOPHOBE

Title: Xenophobe
Supplier: Micro Style
Price: £9.99 Tape, £14.99 Disk

This is Microstyle's first arcade conversion, and they've certainly done a good job on it. It's basically a simple shoot 'em up, but being packed with detail, and of an accessible yet still challenging difficulty level, it becomes a very satisfying game.

The object is to clear various space stations, moonbases etc. of lots of nasty green aliens, who seem to have managed to get everywhere. There's six different types, all with different methods of attack, but most of them are fairly easy to zap. The exception is a nasty little sod called a 'Festor' which stands in the shadows and stares at you, eventually culminating with your little man getting horribly fried.

It's a one or two player game, with a horizontally split screen. In the one player version this means that there's a rather ugly blank bottom half, but this doesn't affect the play. You get a choice of one of nine different characters to take into action, and these vary from scientists to psychopaths, although whoever you are, you still have to spend most of your time blasting the monsters.

At the start of the game, you are transported down to the infested base and thrust straight into the bearpit, as you invariably materialise right next to a nasty green bugger. Movement is easy; standing or crouching, crawling, running, jumping, quick turns - all simply handled.

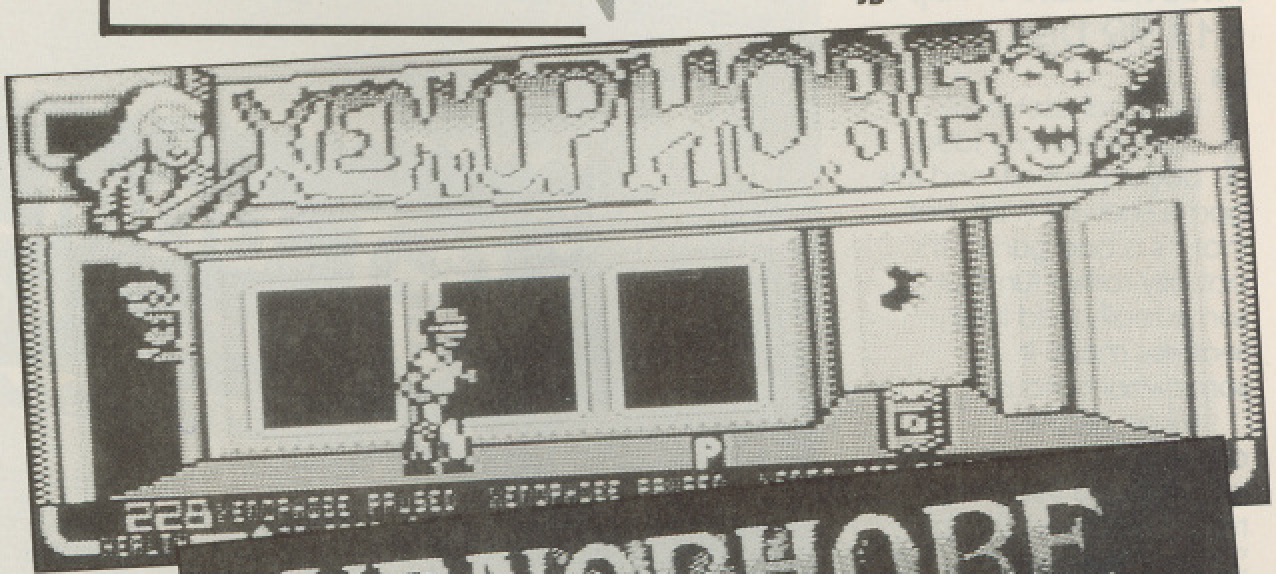
Apart from killing things, the other task is to pick up as many objects as you can. Most are useless, apart from point scoring, but sometimes you come across a grenade or two, or a more advanced weapon you can use. There's also the occasional lift you can enter and move from level to level.

Each player has a health level of 2000 points, and each little bash from an alien knocks off points. Get down to zero and you're dead. There are ways to increase your health, most obviously by completing a level and doing well enough to earn a health bonus.

Each level is completed either by wiping out all the aliens (virtually impossible this) or by staying alive 'til the end of your time allowance, at which point you are rescued by your ship and sent on to the next mission, to eventually meet your doom.

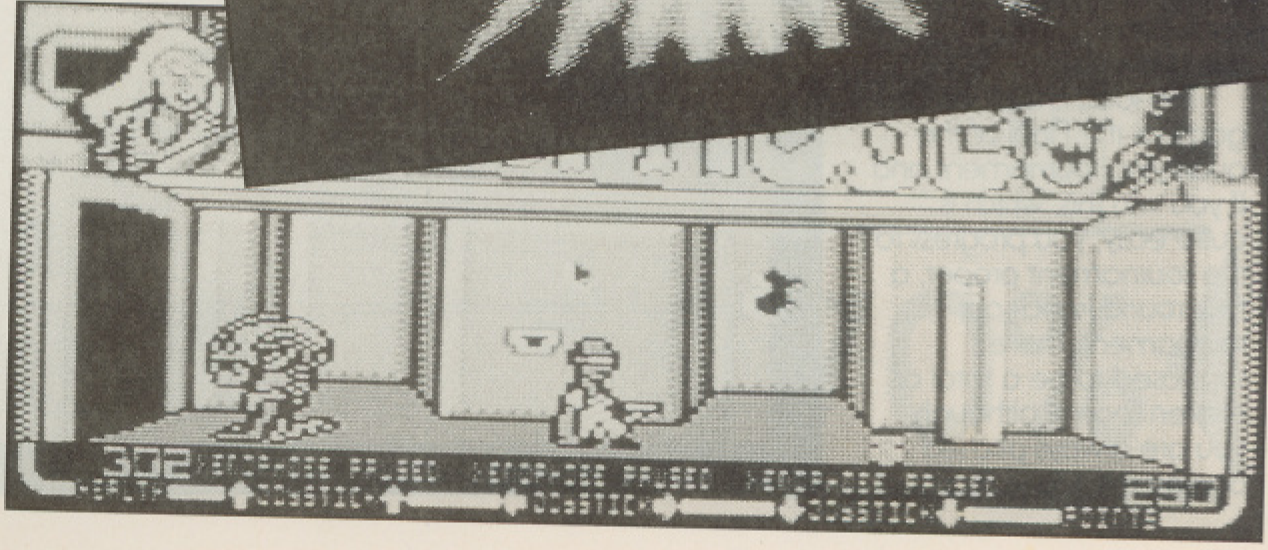
This is not an especially original game, but it plays well and is good fun.
JB

72%





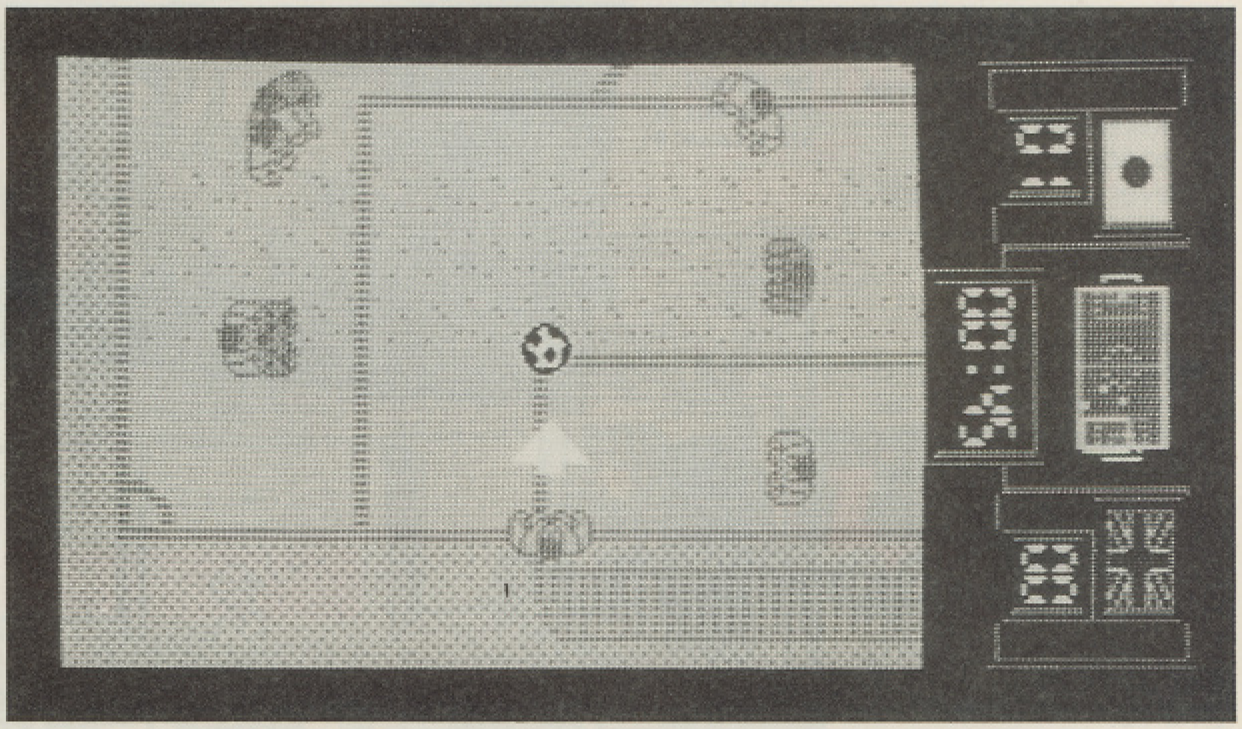
Xenophobe - a bit like listening to Death, Death, Death and the Deaths at full volume! ▶



FIGHTING SOCCER

Title: Fighting Soccer
Supplier: Activision
Price: £12.99 Tape £14.99 Disk





The Japanese really don't have any idea about football, and this game shows this up. Not that it's a bad game, it's actually rather fun, but some really odd little features make it somewhat curious.

It's an arcade conversion of a Japanese original, and the idea is to try and win the Olympic Soccer championship. The Olympics? Yep, not the World Cup or anything groovy like that - the Olympics. I suppose somebody's got to do it...

The setting of course doesn't affect the game, and the fact that one's first game (taking on the role of Great Britain, the well known non-existent team) is against Japan doesn't change anything either. It's a bit clumsy, but hey, I can live with it.

The idea is that this first game is the Final of the qualifying tournament and if you win this, which is quite easy, you progress to the tournament proper, a four round knock out tournament. There's supposed to be a total of eleven teams, although you are always pitched against the same teams at

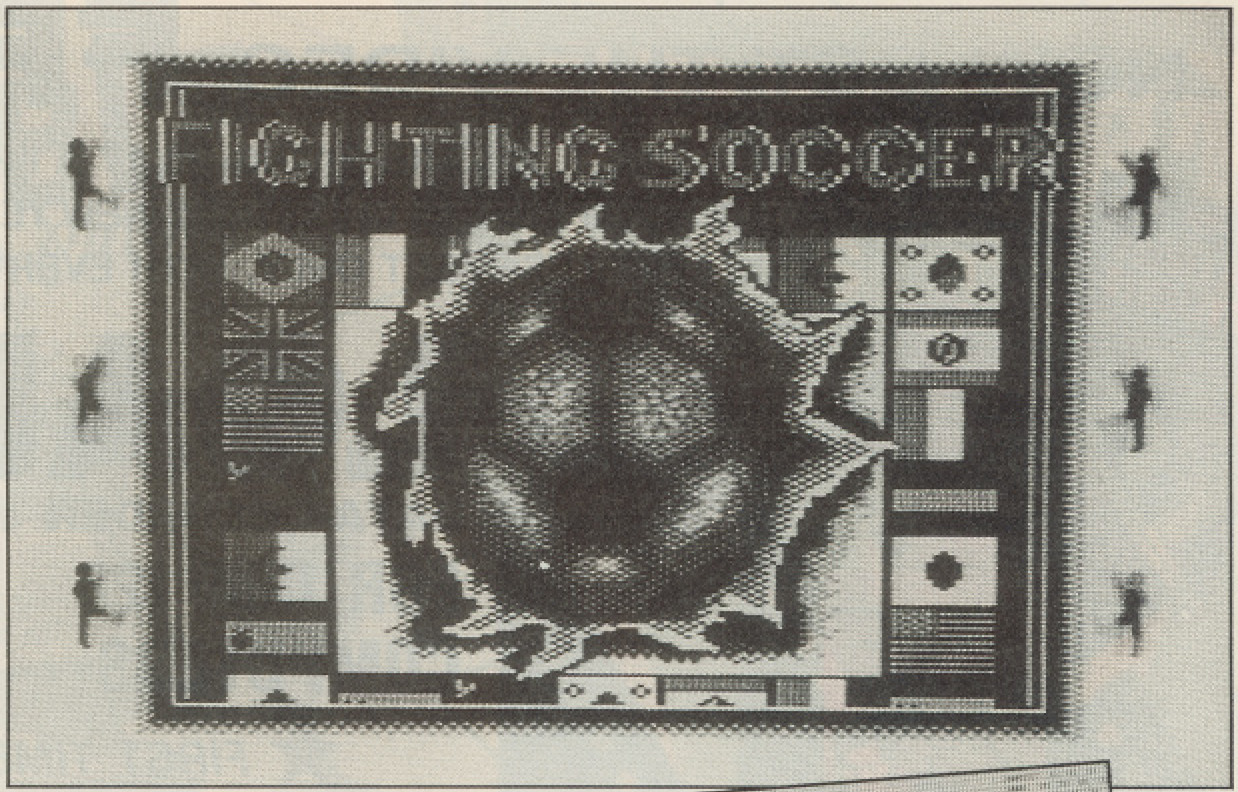
each stage. It's probably best to ignore the ludicrous scenario and just think of the object as being to beat the computer.

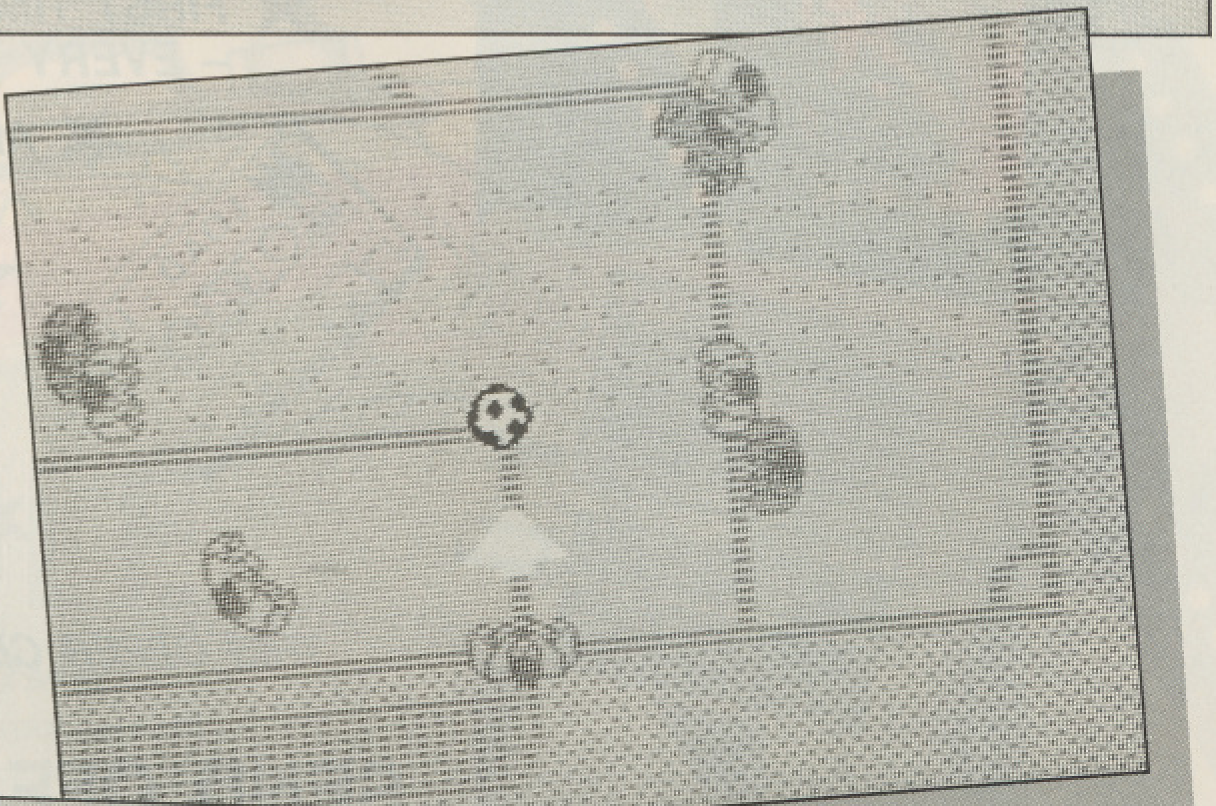
Down to basics. The gameplay is great, but the graphics are lousy. This is a bit unfair I suppose, I know you can't perform miracles with a C64, and there are some nice touches - particularly the animation when a player jumps to head the ball - but the choice of colours for both pitches and players leaves a lot to be desired. It can sometimes get very confusing, trying to decipher which are your players and which are the opposition. The play however, is great. Very responsive control, nice and easy to turn or shoot. Tackling is easy, but it does show up the game's title as a misnomer. There's no way you can foul, or duff up the opposition if that's the bag you're into. Each game lasts just over two minutes, and each time you, or the opposition score there's a little fanfare and a message comes up - 'Goal! Nice Shoot!'. The Japs can't spell either.

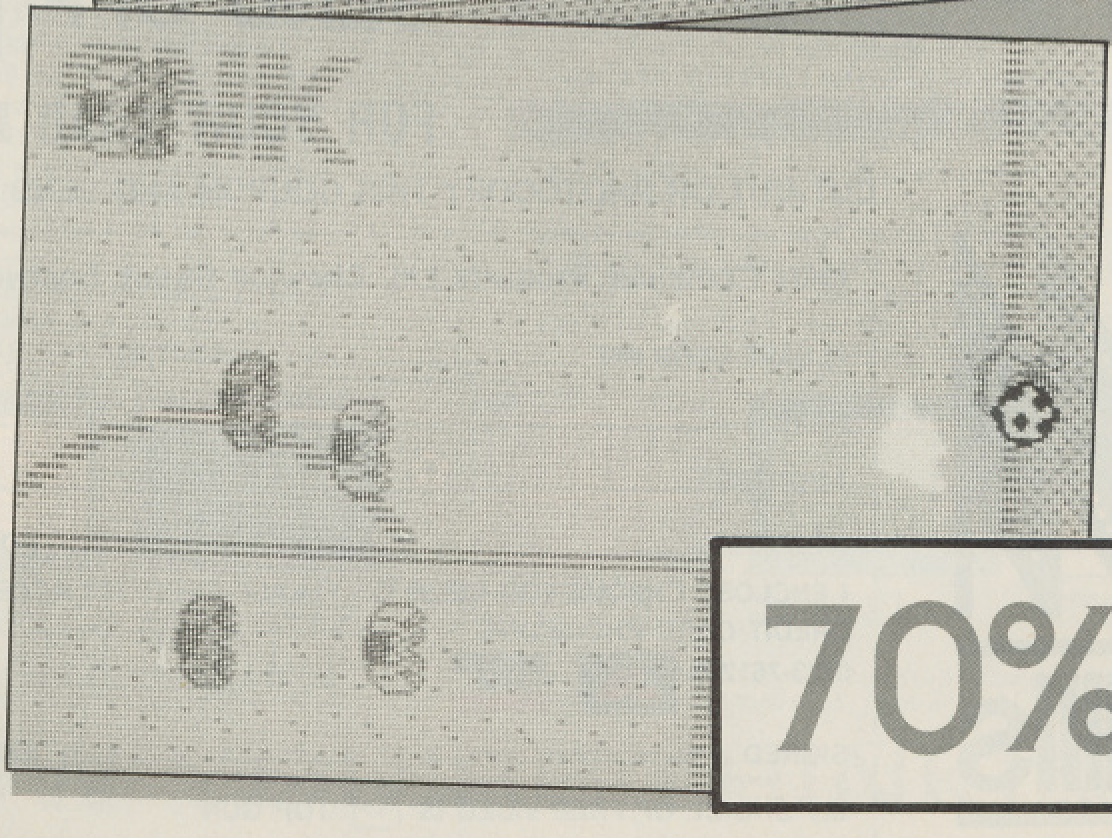
It's a reasonably quick game, but there are a few tricks which once sussed makes it pretty easy to win, especially at the lower levels. There's a one player against the computer option, a two player game and, best of all a two players against the computer option. This means two of your team are under joystick control, and you can actually start to build up moves, rather than just rely on the computer providing you somebody to pass to.

So, overall quite a nice little game, that's bound to be popular despite being rather shallow. It's almost worth playing just to see the amazing contorting cheerleaders that display themselves whenever you win a game. Freaky.

JB







70%

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TREBLE *Champions*

STUNNINGLY REALISTIC STRATEGY GAME

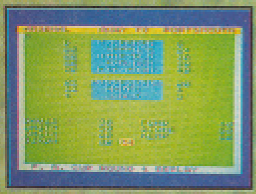
Can YOU Win the League Championship, The F.A. Cup and the League Cup?
An Amazing range of Realistic Features and Superb Gameplay combine to create all the Tension, Drama and Excitement of Football Management as you compete for Soccer Glory and THE TREBLE.
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CRICKET MASTER

A SUPERB STRATEGY GAME

All the Action and Excitement of one day International Cricket is captured in this Amazingly Realistic Strategy Game.
As TEAM CAPTAIN you will be responsible for Team Selection and your teams Batting and Bowling Tactics, which you can vary from over to over to suit your Match Tactics and the Weather, Wicket and Outfield conditions.
With a Superb Range of Features, Options and Outstanding Gameplay, CRICKET MASTER lets you make the Tactical Decisions that will determine the outcome of each game.
Can YOU succeed in First Class Cricket and Captain your side to Victory against the World's Top Teams?

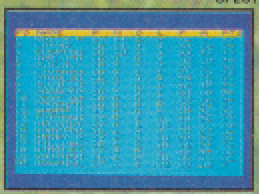
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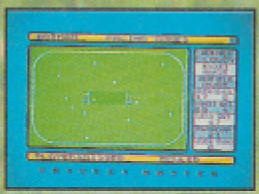
SQUAD DETAILS - 100 Teams - Details of over 1500 individual players.



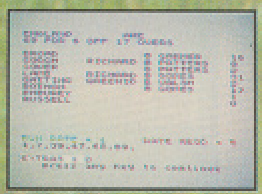
FULL LEAGUE TABLE and Results and League Tables for ALL 5 Divisions.



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Spectrum Tape £8.95 · Spectrum Disc £12.95 · Commodore Tape £8.95
Amstrad Tape £8.95 · Amstrad Disc £12.95

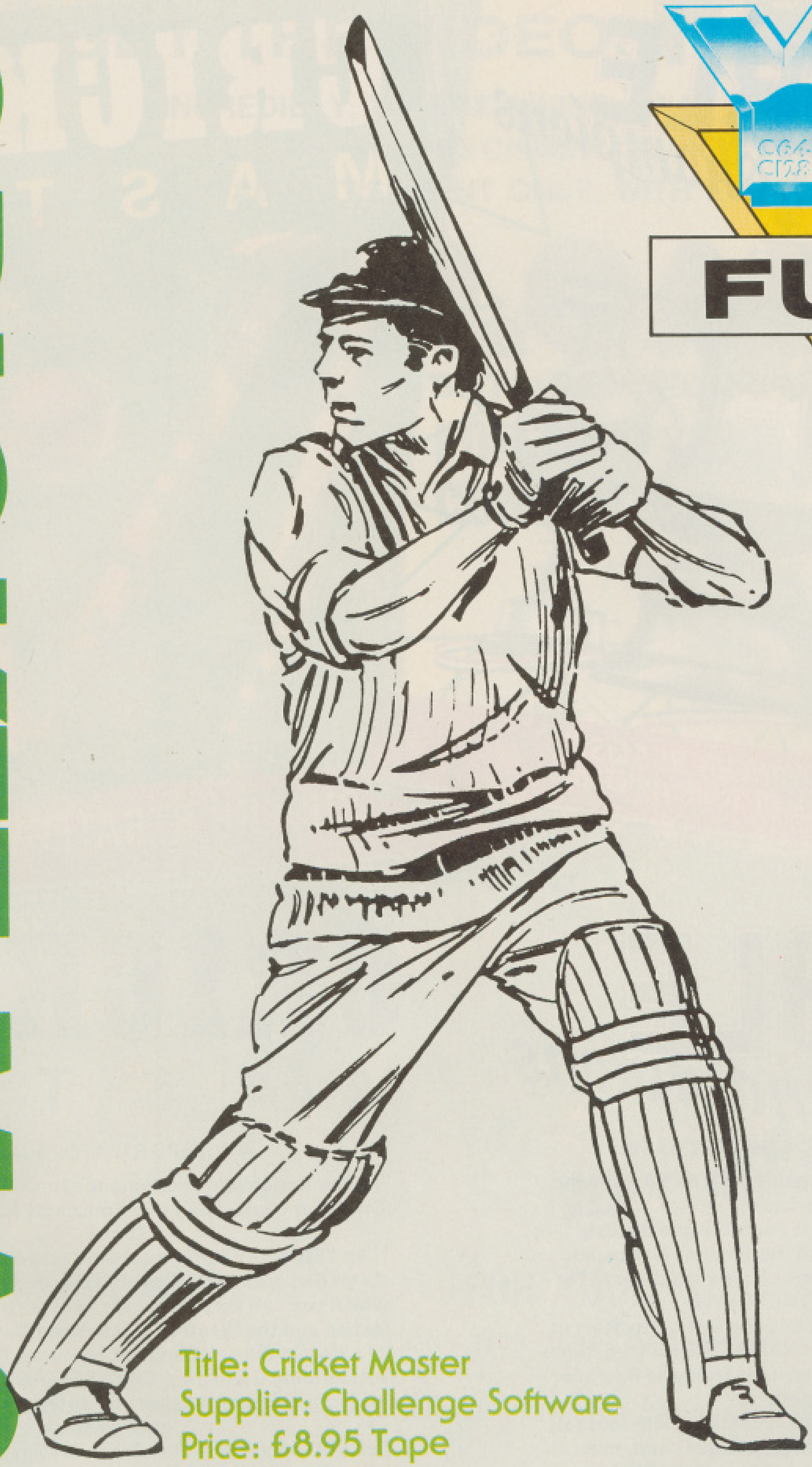
CHALLENGE SOFTWARE

NOW YOU'RE THINKING

Challenge Software: 37 Westmoor Road, Enfield, Middlesex EN3 7LE

TRADE ENQUIRIES WELCOME ON 01 443 1936.

CRICKET MASTER



Title: Cricket Master
Supplier: Challenge Software
Price: £8.95 Tape

YC FUN ★ 1

For a simulation game to make an impact on today's market it has to be damn good. It has to have many elements to grab a budding sport enthusiast's attention, as well as satisfying the more experienced of the genre. There has been no such true simulation of cricket, until now!

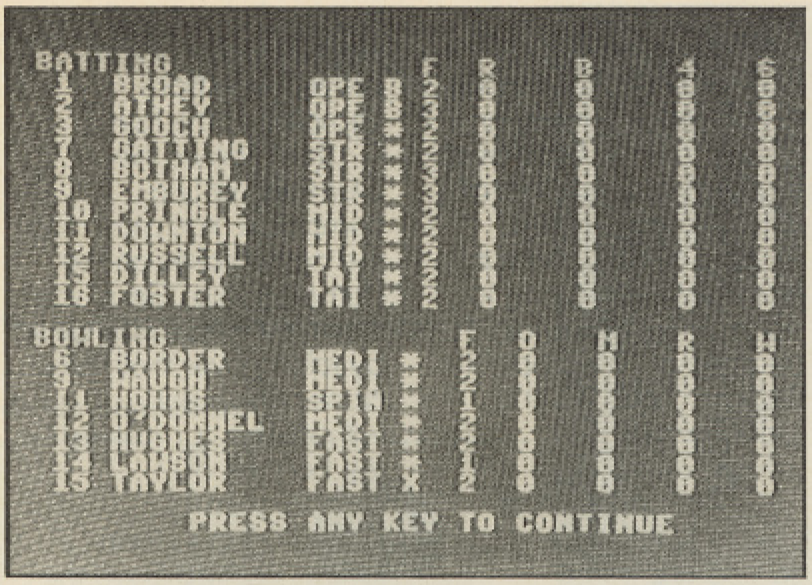
Cricket Master is the second game to come from newly formed company Challenge Software (the first being the excellent Treble Champions) and as such will be seen as a milestone with which to judge future product. No cricket fan of any intensity will be disappointed with this milestone.

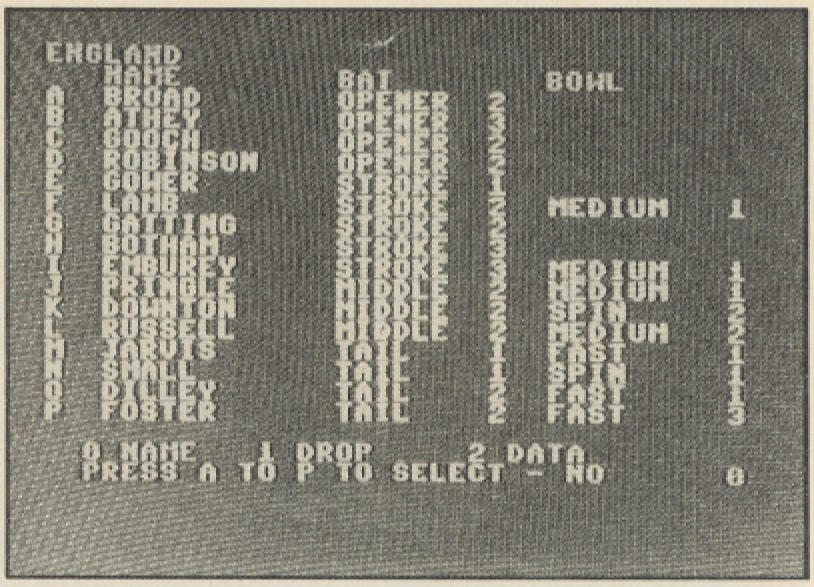
You play the part of the Captain of a one-day international squad, and must use your abilities to win against another nation. And unlike other cricket orientated games, it is solely your tactics and strategy that will determine the result, not your arcade skills.

First off, upon loading, you must select your skill level (out of 3 varying difficulty), the opponents you wish to play against (stuff those Aussies - Er, sorry to all of our Australian friends!), and the number of overs to participate in (40-60). Then it is team selection time, where you get to choose the players that will win the game for you (surely not that accurate where the real England is concerned!).

There are different categories of player in both the batting and bowling classes. Batsmen are any of - opener, stroke, middle order, and tail - all of which perform the task of their namesake. The bowlers are a little more restricted to types - fast, medium, and spin. To determine how good a player is at his specific function, he has a form level (out of 3), as do all the players on the other team. (A warning though, the computer is a damn fine Team Captain).

Once all the preliminary tasks have been undertaken it is time



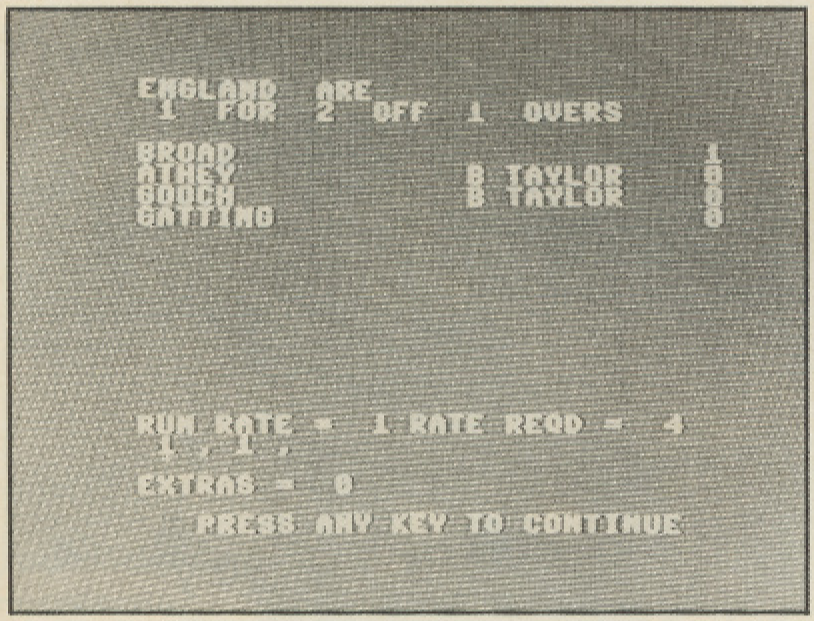


to get into the pitch and shout "Silly midd-off!", "Googlies!", and other jolly ball-tossing terms (Bob's your uncle and Fanny's a rude word!). Of course, you don't get to sit back and watch the action run itself, no siree, you have to make spot on decisions for your team to grasp the golden goblet!

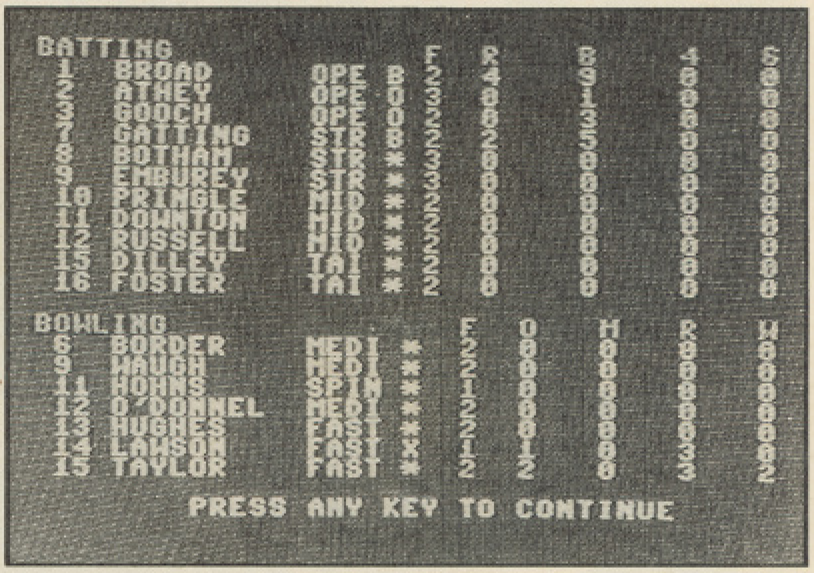
These depend on the weather at the time (it can fluctuate during a match) and all sorts of other very important factors. You must set the position for your field when fielding, and the aim for the bowlers. You must also determine how aggressive the batsmen will play - no one said it would be easy to be David Gower (mind you, nobody's ever wanted to be David Gower!).

The graphics are by no way spectacular, but in a game of this nature graphics are very secondary to the gameplay. And it is the gameplay that brings Cricket Master through the quagmire of other sims to stand proudly amongst the best footy games. Many years have gone by where the serious side of this most British of sports has been ignored, but no longer. Howzat!

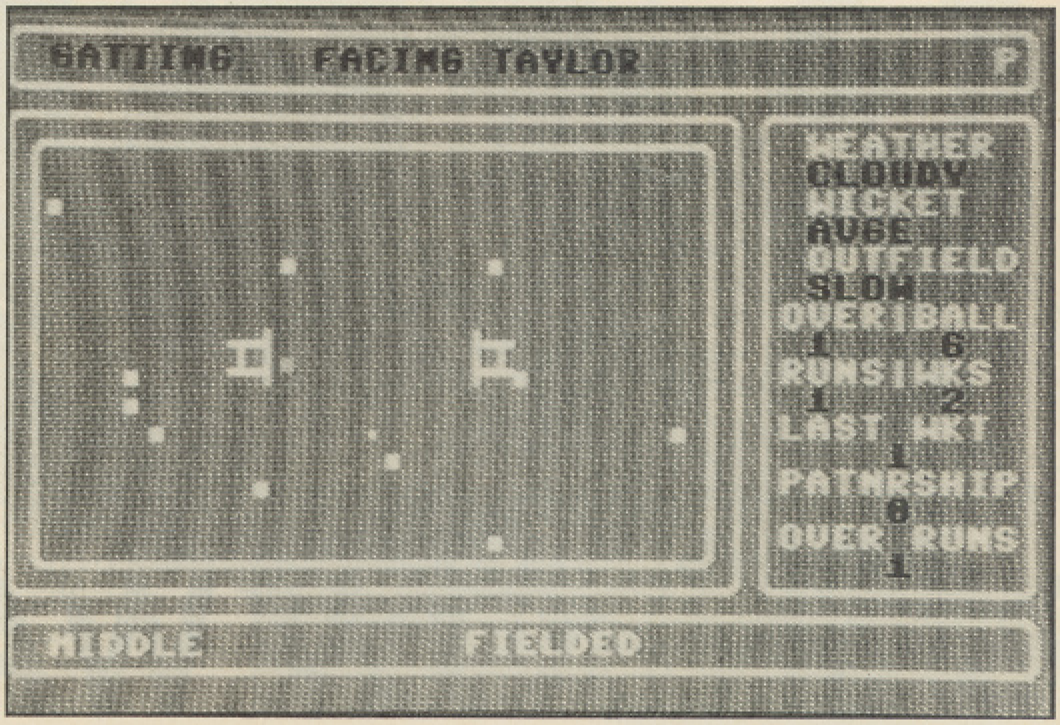
RH



As you can see, England are ▲ at their normal best.



"The batsman's Holding. The ▶ bowlers Willey."



88%

GREENPEACE

Title: Rainbow Warrior
Supplier: Microprose
Price: £9.99 Tape

There's a dirty great hole in our ozone layer. Fish are dying in their droves because of waste dumping in the sea. Trees and other flora are being eliminated by acid rain. Hundreds of baby seals are being clubbed to death. Whales are being slaughtered, almost to non-existence. Radioactive materials are being dumped willy nilly. What are we doing about it?

Not enough, is the answer, and this is something that the international organisation Greenpeace is trying its utmost to alter. Microprose too, under the banner of Micro Style, is worried. Worried to extent that it has released a game to educate and entertain people with its arcade-like sections based around global protection scenarios.

There are seven of these scenarios (or campaigns) to be completed in order to win you merit badge, and purify your soul, and each one is based on real campaigns that Greenpeace representatives have to perform on a regular basis.

First up is entitled 'Nuclear Power and Radioactive Waste' and that sums it up really. You play the part of a dolphin who has to guide a Greenpeace diver to four pipelines, all of which are pumping toxic crap into the sea. He/she must block them all before they can embark on the second mission, but all sorts of mutated plants and sea creatures exist only to prevent you from completing this task.

Then comes the 'Dumping at Sea' campaign. You must stop the nasty blokes on the dumping ship "Gem" from doing their dastardly deed by taking over their three cranes. This is not easy, and will only be completed by the hardiest of campaigners.

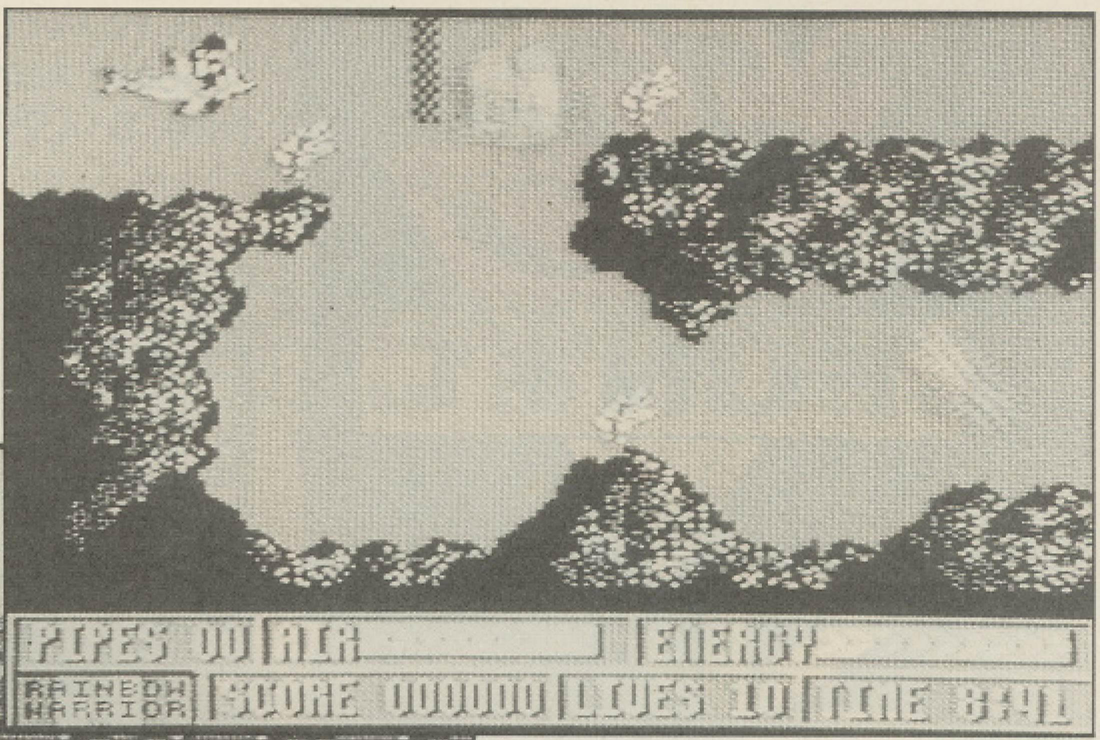
A breakout clone follows entitled 'Save the Whale' and it is fairly unimpressive as a game goes, and none too educational either. The clone is slightly more advanced than the average, but still unspectacular.

'Stop Acid Rain' is next up, and the title carries probably the biggest message included. You must go on a very perilous mission in order to attach large banners on the incredibly tall chimneys. The banners, once arranged in the right order, will spell the message 'Stop Acid Rain' and will

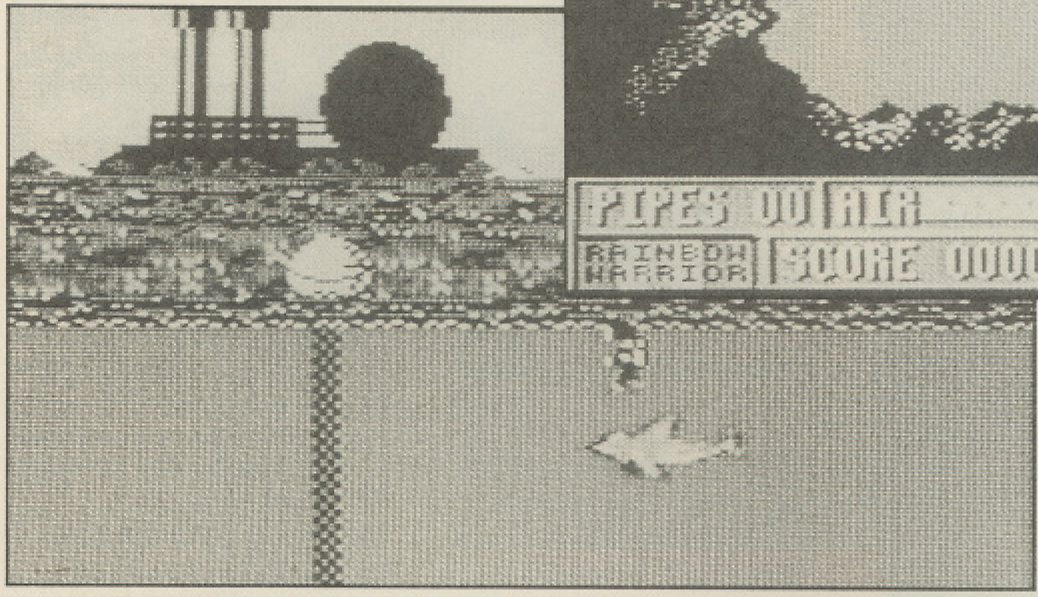


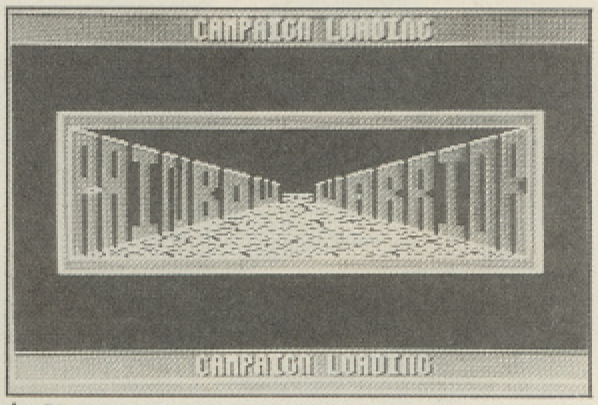
RAINBOW WARRIOR

Riding along on the back of a dolphin ▶

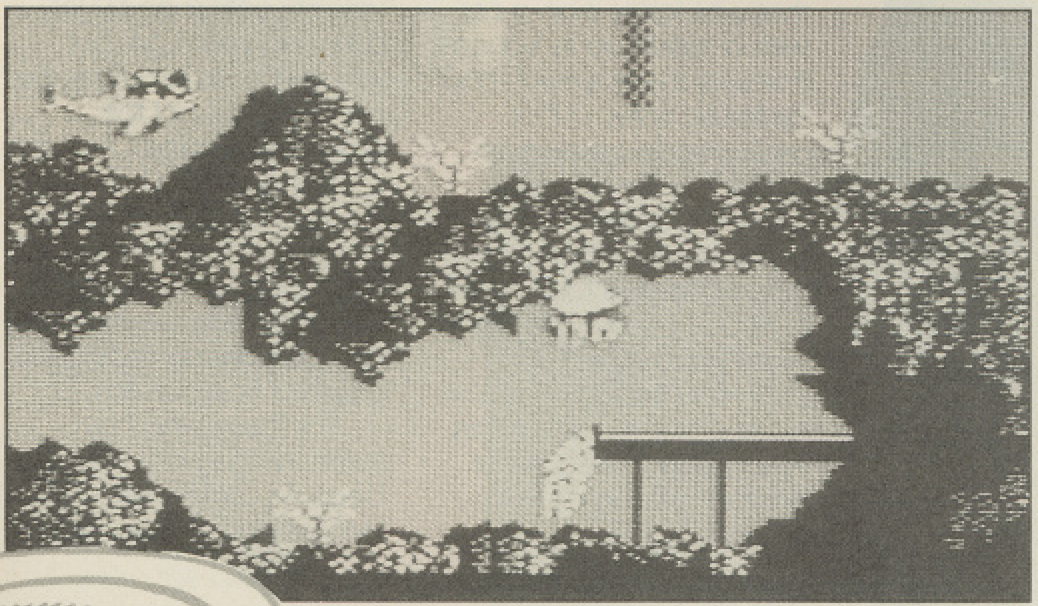


Oh no! MELTDOWN!!! ▼





▲ Pipe belching frollicks!



65%



progress you to the next section...

...Which is the 'Ozone Depletion' round. You, as a Greenpeace campaigner yet again, must throw snowballs at the aerosol cans before the ozone layer depletes. Watch out for the penguins though as they turn into Killer Penguins when touched by radiation.

The penultimate round deals with the subject that touches the heart the most deeply. 'Blood on the Ice, the Greenpeace Seal Campaign' is an aim to stop the pointless culling of baby seals by spraying their pelts with dye (thus ruining them making the cullers turn around and go home). There are many perils to avoid too.

Last, but not least, is 'The Spirit of Rainbow Warrior' in which you must create a picture of a pollution free world, by shooting good objects from your ship. If you succeed, the spirit of the Rainbow Warrior will be freed.

All the games have certain something, but not enough. The graphics are fairly pretty, the sound is mediocre, but I feel more could have been made of this licence. The manual accompanying the game is excellent though, if I was marking that alone I would give Rainbow Warrior 100%, but as a game goes it just doesn't hit the grade for a top score.

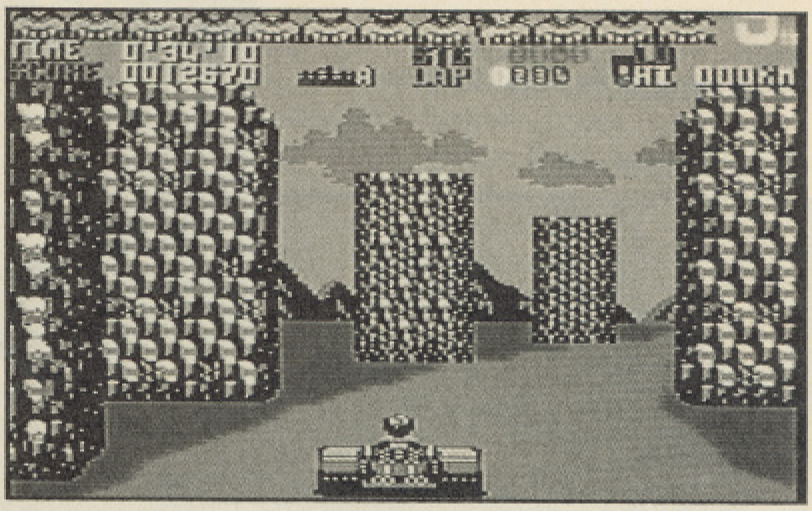
SMcK

MicrO Style

YC FUN 1

POWERDRIFT

Title: Power Drift
Supplier: Activsion
Price: £14.99 Disk, £12.99 Tape

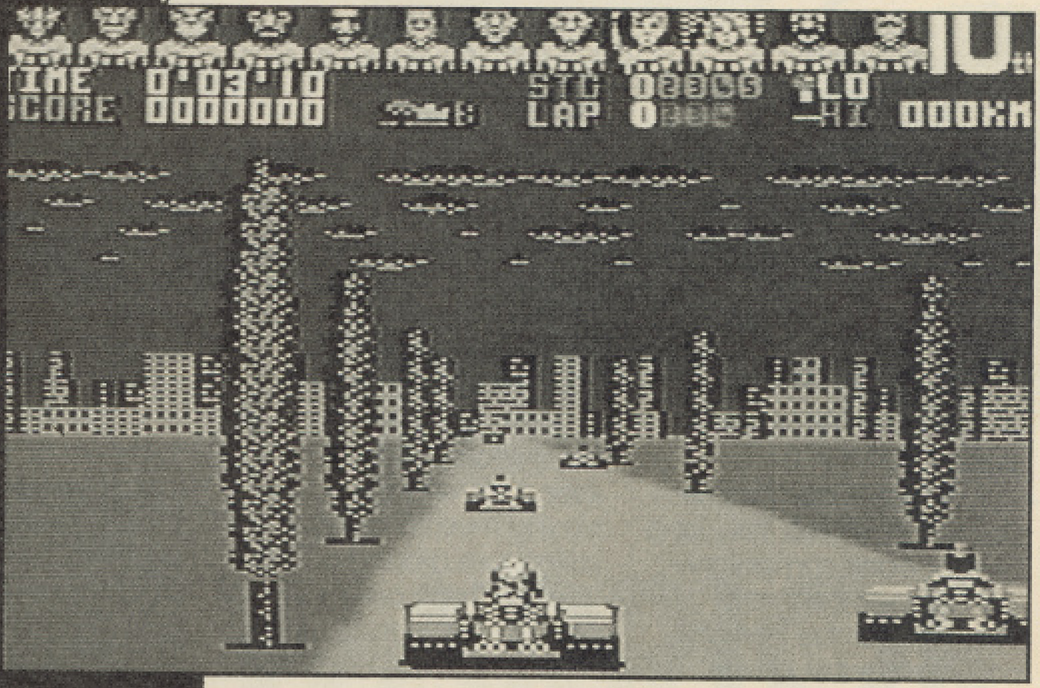


White faced corner turning! ▲

As arcade games go the most impressive last year, for me, was Power Drift, a Sega coin-op that was faster than a cat with a rocket up its bottom. It was its sheer speed (and hydraulic system) that really made gamers go "Wow!" (with dribble running down their "Arcaders do it with their hands grasped round their joysticks" T-shirts) and "Gee Wizz!", and other expressions that are really quite unprintable. I mean, who wants to hear what arcade gamers do with sheep?

Obviously, you cannot throw an array of extremely colourful sprite blocks at the screen, at a velocity only seen by jet pilots, on your C64, but you can try to emulate the gameplay, if not the graphical qualities. And this is what Activision has done. It has successfully captured the gameplay element of the machine (without the use of hydraulic extras) and completely rebuilt the graphics from scratch.

For those who have been living in a baked bean tin (or Hemel Hempstead), Power Drift is



▲ What's that dribbling down your leg?

another of those car racing games that prove popular year after year. This time you get to control a buggy, much like the ones you see in naff American beach comedies, and must race around a circuit with twelve other drivers.

There are five locations in which to race, and each location has five progressively difficult tracks. You must finish in the first three past the post (after four laps) to qualify for the further stages otherwise it's back to obscurity for you and your brightly coloured buggy.

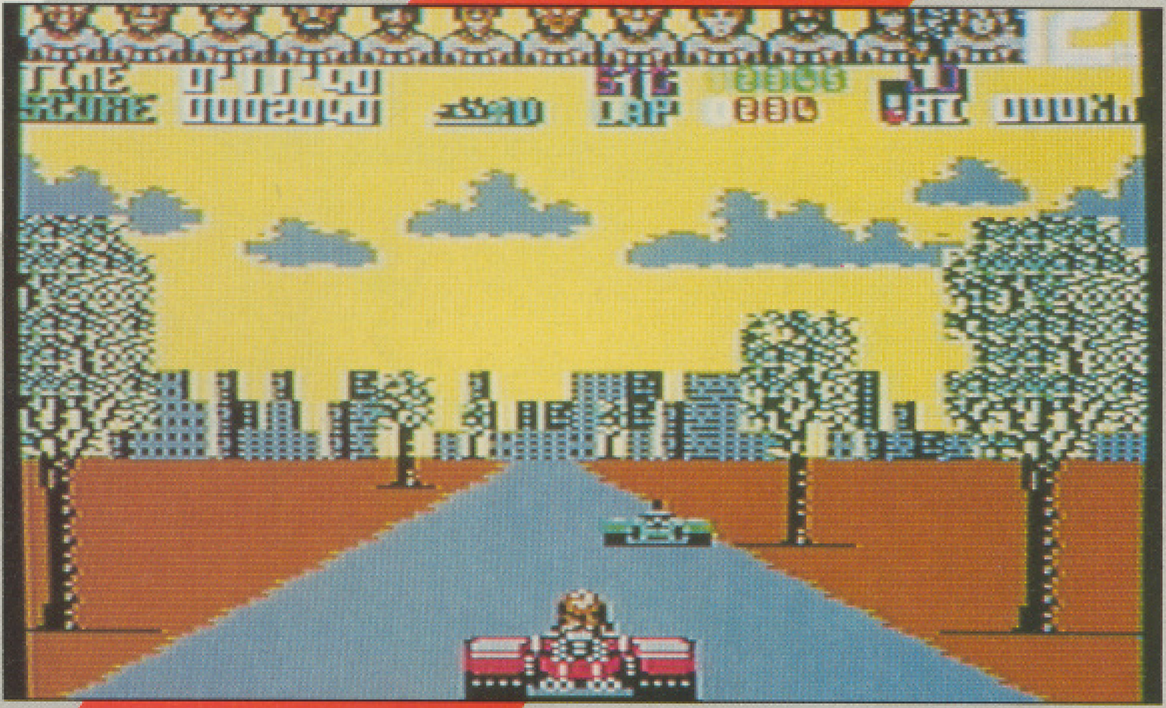
Everything is controlled in the old tried and tested ways - joystick forward/ backward for acceleration/ deceleration, left/right for direction, and button for gear change - and in many ways is just an improvement of what has been before. It is a VAST improvement though (especially for all those that remember the 1987 Christmas number 1, Outrun!) and one that is, for a 64, a pleasant surprise.

It is not an easy game but, with a bit of persistence, should prove extremely rewarding. The driver picked to play with makes little (or no) difference on the game, but is a nice glossy touch. And unlike the arcade machine, which can become very confusing at times, it has clear, easy to look at road graphics which leave you to concentrate on the driving and not whether an object is a tree or not.

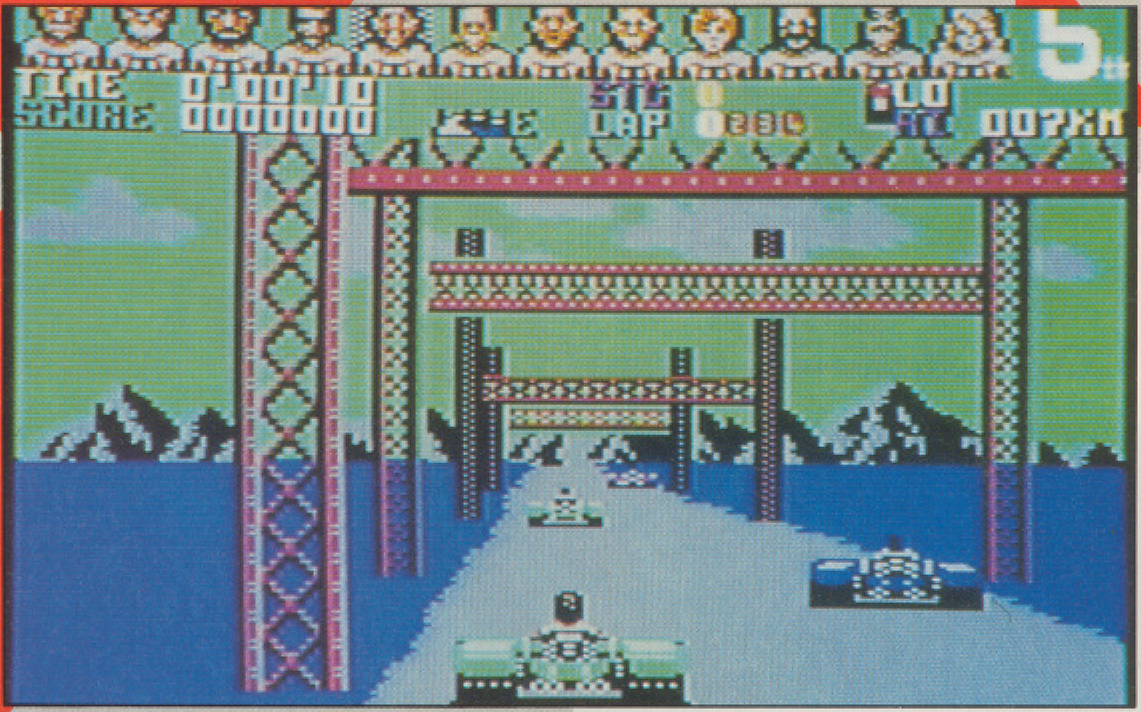
The sprites are great and move at a fair rate (faster than WEC Le Mans, for example), although to compare them with the original would be like comparing the Hunchback of Notre Dame to Arnold Schwarzenegger in a physical prowess competition. The music is also very polished, and the gameplay goes to prove why the C64 is, and always will be, the top 8-bit machine when it comes down to games.

Power Drift is a very good conversion, and as long as it keeps its head above the Christmas quagmire, its quality should show in the form of a high chart position.

RH



▲ Take him, take him, aargh!

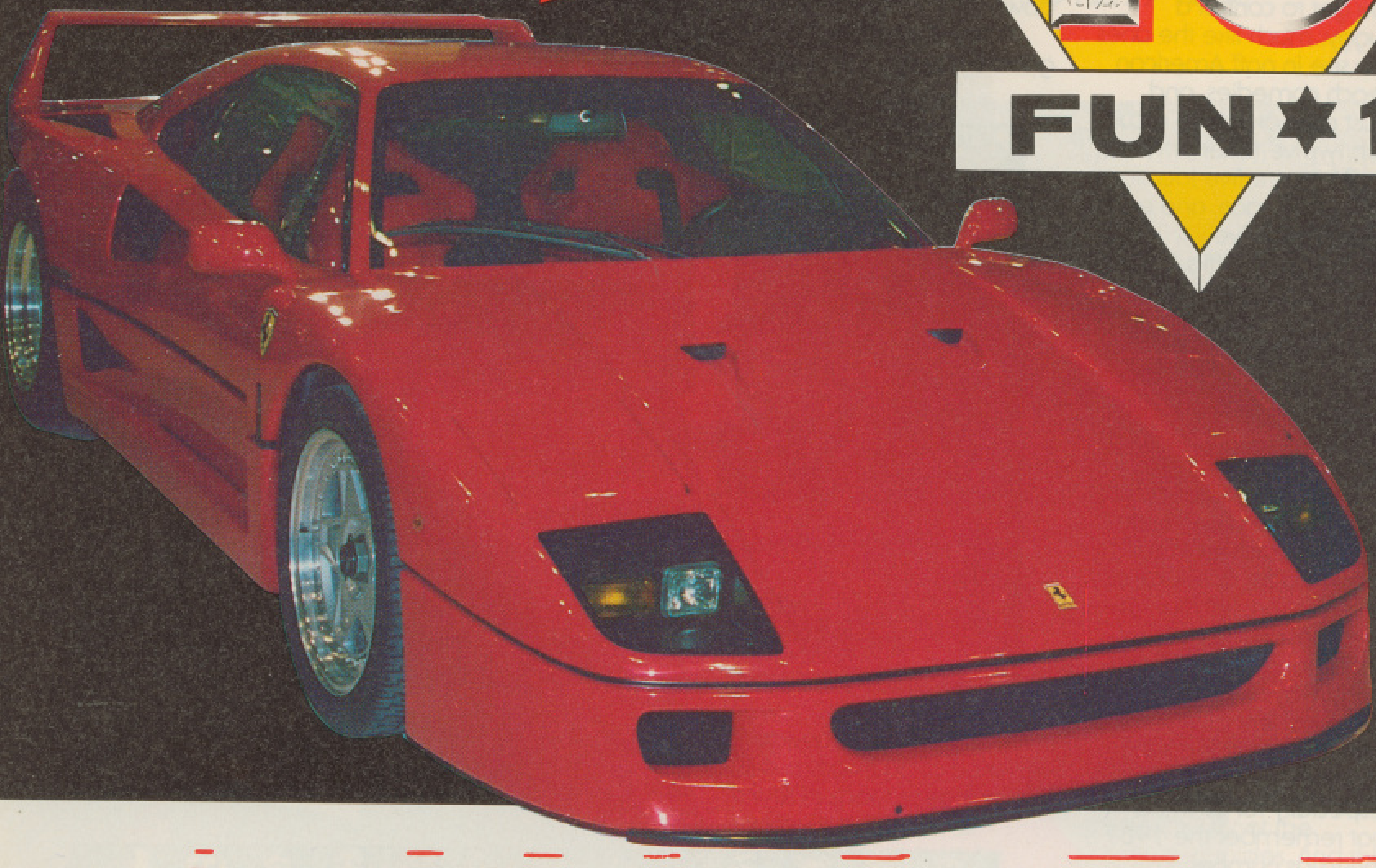


▲ His life was racing, his death was agony.

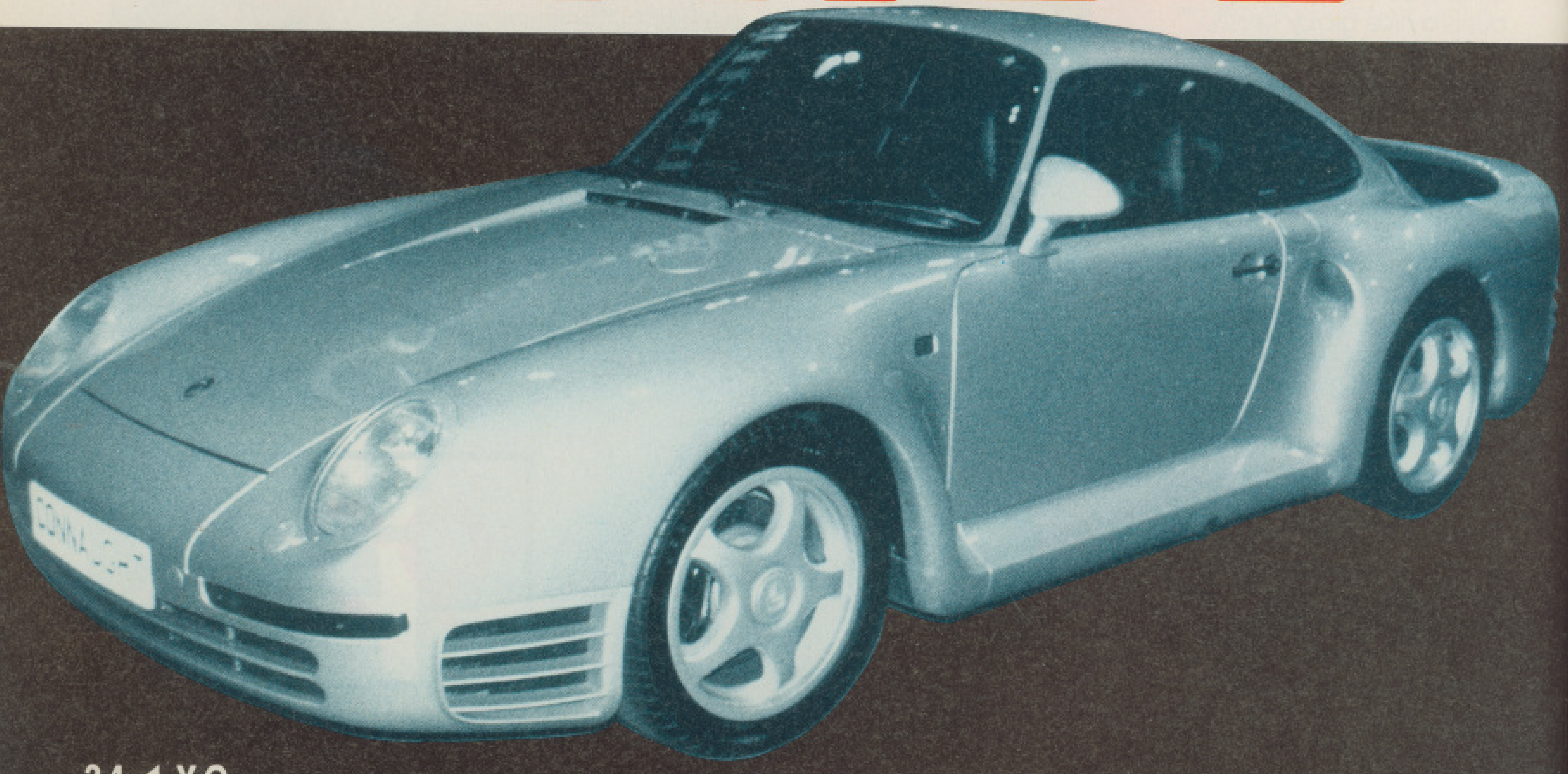


92%

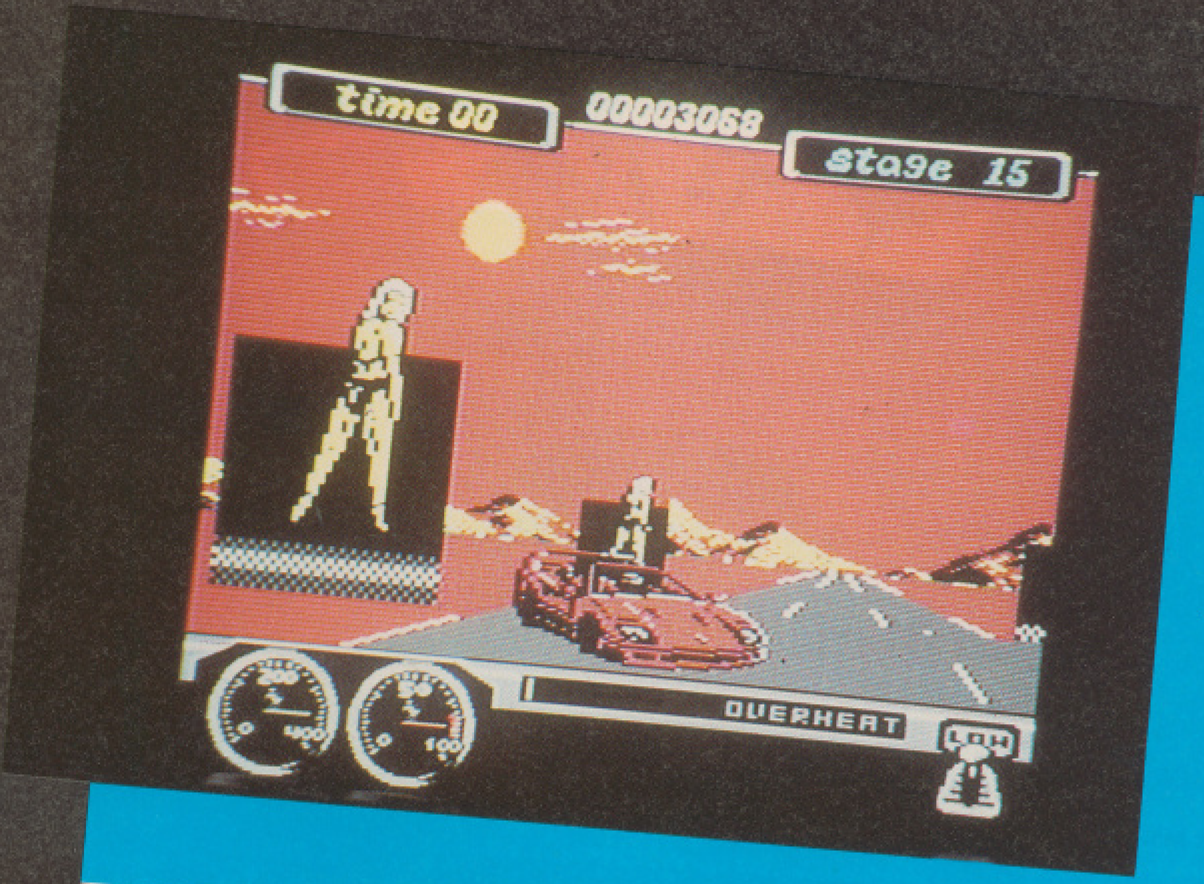
YC FUN 1



TURBO



Title: Turbo Outrun
Supplier: US Gold
Price: £9.99, £14.99



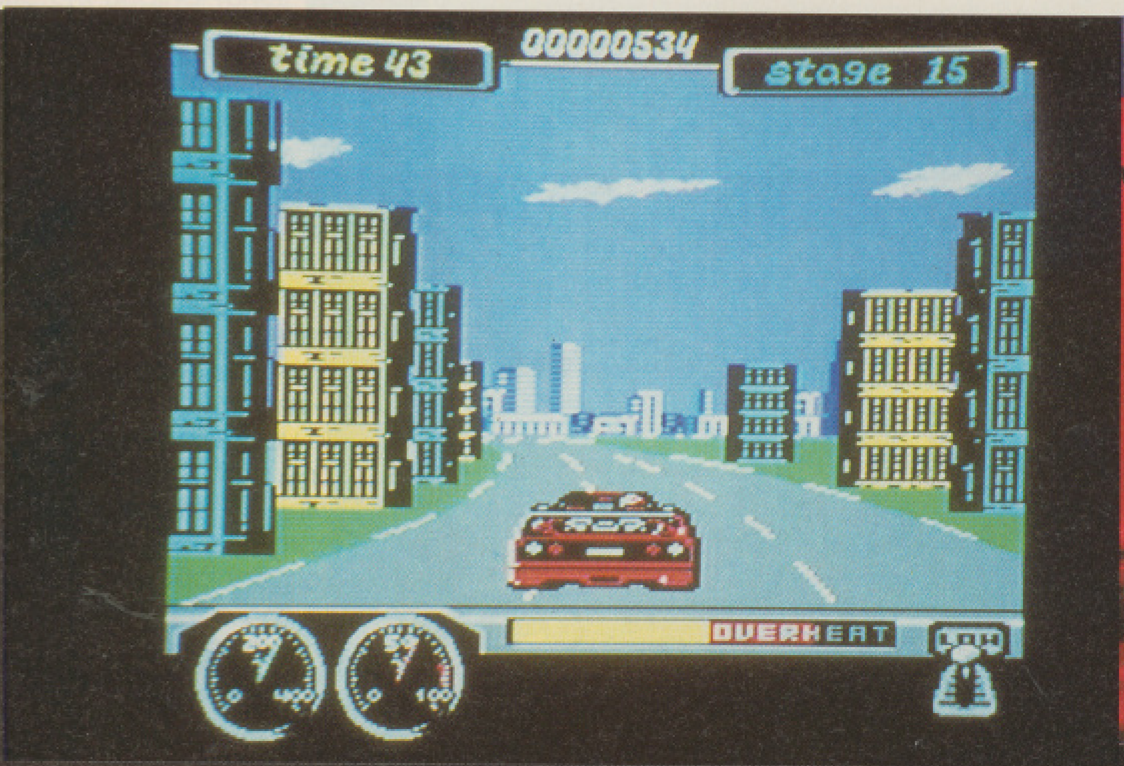
The decade finally draws to its conclusion, and many events have hit the computer industry headlines in that time. The main event would have to be the incredible rise of the computer games market, and now that the shelves are stacked with quality product, it becomes harder and harder to sell good software.

US Gold has never really had many problems, with a string of Christmas number ones to line its portfolio. One of which springs to mind almost immediately, for it is the prequel to the game destined to take the top slot this year.

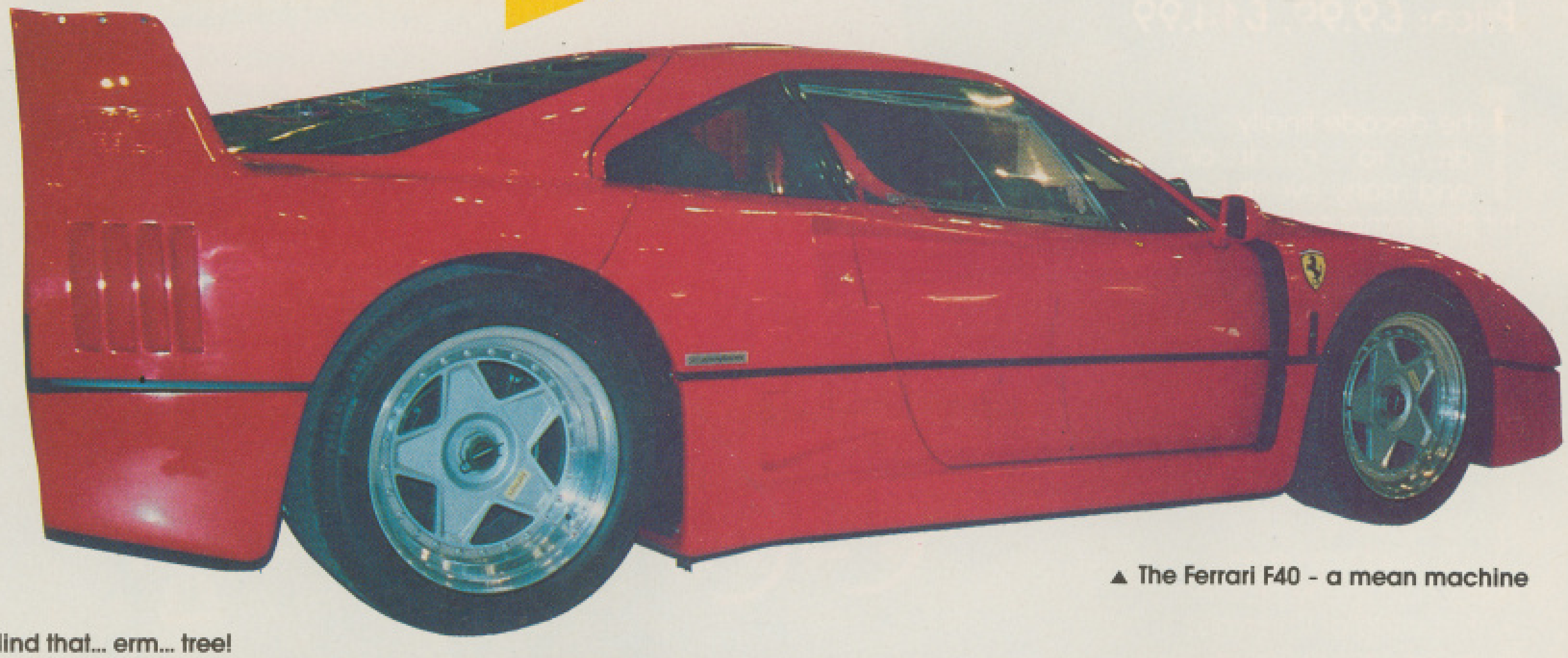
Outrun was incredibly popular on the C64, which was quite amazing as it was the most overhyped piece of drivel seen in a long time. It was programmed by Amazing Games (not Probe, as many poeple believe) and did not emulate the arcade machine in any satisfactory way.

Now US Gold has launched its official sequel onto the awaiting crowd, and I don't think anybody would feel cheated this time. Probe Software has actually programmed Turbo Outrun, and it shows that perhaps it should have done the first one too. For Turbo Outrun, in a

OUTRUN

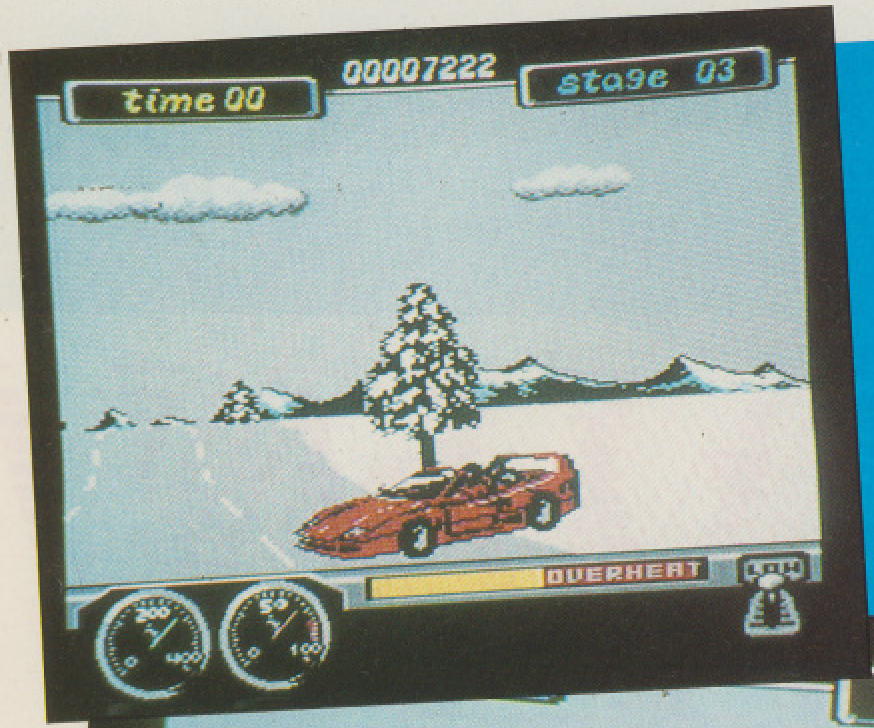






▲ The Ferrari F40 - a mean machine

▼ Mind that... erm... tree!



Christmas market full of racing games, is the best C64 racing game this decade (ie. EVER!)

Turbo was rather lost in the arcades behind such greats as Hard Drivin', Power Drift, Continental Circus, and Chase HQ (all four of which being released on home computer format this Christmas) which is a shame because it was every bit as good as the rest. It was a hydraulic machine again, had several more tracks, and added many novel features to the old favourite. It was bloody fast, furious and most definitely fun. And therefore it seems a sure fire loser to convert to the C64 (as excellent as the old faithful is!).

Probe didn't think so, and what a great decision that was. The C64 version is brilliant, and I should imagine it would be hard to better it on any other format. Every option found on the original machine has not been overlooked, and although the final product has had to become multi-load, it is done with such panache and style that it doesn't really notice.

You are the driver of a Ferrari F40 (a step up from the Testerossa last time) and you have been challenged to a cross the United States road race. Now you're not one to wimp out of things like this so you've agreed. There's one prob though, whoever wins the race wins your gorgeous blond driving companion (and I'm not talking about your prize-winning Afghan hound). The other poseur is in a



◄ Burn up that car ahead...

white porsche, so it's pedal to the metal time if you want to keep your girlie.

There are sixteen check points to make in all, each in sections of four (ie. four different loads) and after every fourth track there is a bonus section, plus a pit stop. At the pit stop you can add extensions onto your car to ensure better handling, and the bonus adds points on your score.

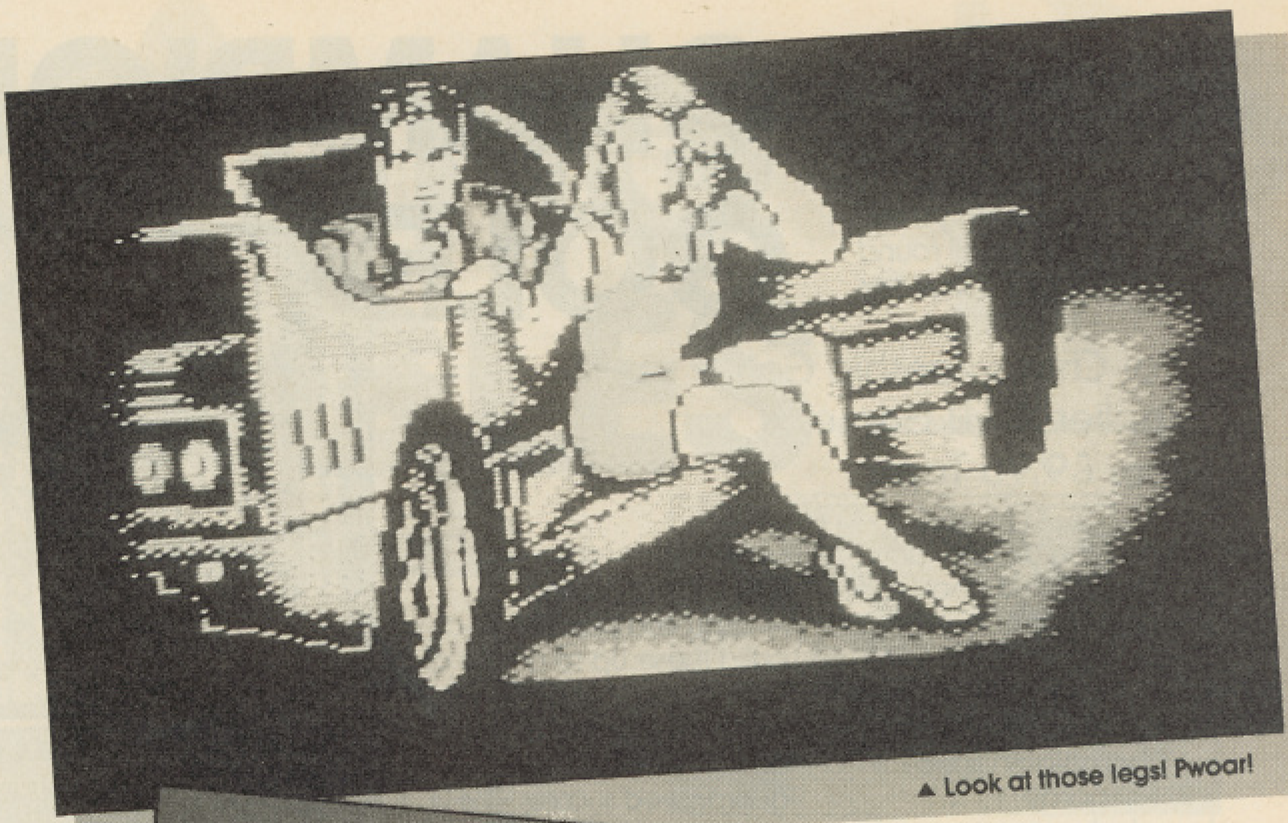
The controls are the same as every other game of this ilk, so they shouldn't be a problem, and the gameplay matches the graphics in quality. You can shunt cars out of the way (although it does slow you down), and it has the added feature in the inclusion of a turbo button (hence the title).

Once the turbo is activated, you will fly around the course at an alarming spoeed, but this causes your engine to overheat and you must wait for it to cool down before you can hit it again.

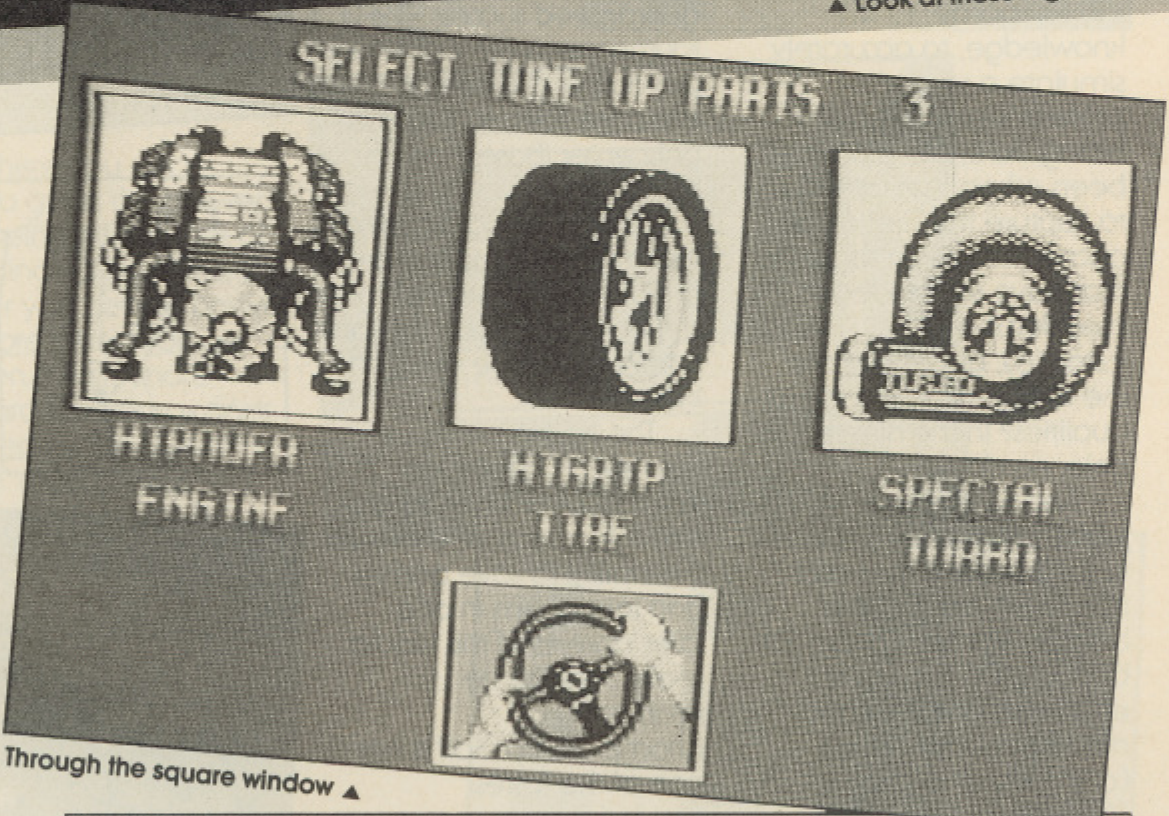
The graphics are very good, and very fast, but it is its presentation that completes the game. Every option is graphically brilliant, and if I didn't know better I could have sworn it was an Amiga game. Soundwise it is also excellent, with several different original tunes blasting away during the selection screens - tons of digitised voices and car sounds included.

Probe has done its best conversion yet. US Gold has released its best licence. And I, the humble reviewer, have just experienced the best racing game!

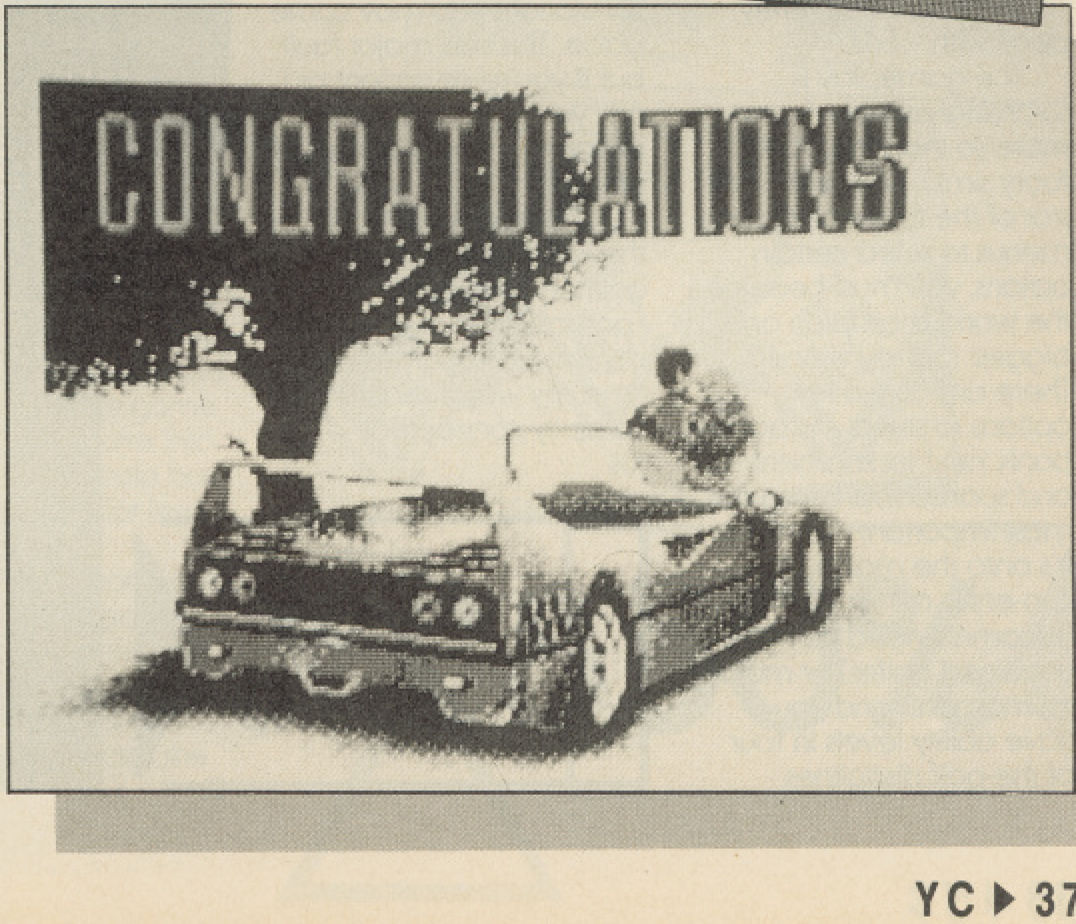
RH



▲ Look at those legs! Pwoar!



Through the square window ▲



98%

CHAMPIONSHIP GOLF

As sports go, golf is mighty peculiar. Human in unfeasibly disgusting flares and jumper swings long stick; long stick hits small round ball; small round ball flies

Title: Championship Golf
Supplier: D&H Games
Price: £9.95 Tape

through the air and lands, eventually, in a small dark hole, all for the sake of fitness and pleasure (and large, very large amounts of dosh!).

Championship Golf is the first game, to my knowledge, to accurately simulate a season of professional small ball hitting. Sure, there have been others that attempt to capture the feel of the game, and even some that have succeeded (Leaderboard, for instance), but where are the long term managerial qualities? In the nineteenth hole, no doubt!

And so D&H's new jobby breaks new ground, but is it ground that could turn out to be a rather boggy swamp? I hope not, because CG is a valiant effort and one that had me gripped for hours (anybody who says "Ooer!" will be severely dealt with - Ed).

The gameplay is surprisingly simple (even more so than the D&H footy sims). You are a golf star of the future and, using menus to select certain actions, you must become the world champion and biggest money winner. There are only a few options to select - practice, bank, next tournament and sponsorship being the most important - and then it's onto the match. You can enter minor (recommended for the untrained golfer) or major tournaments and you have ability levels in four of the golf disciplines - bunker shots, chipping, driving and putting.

You can practice and build these up to a limit of ninety nine, although when all four are at their best you are still not guaranteed success. The tournaments carry different payouts and different entrance fees, so you can only enter those that you can afford.

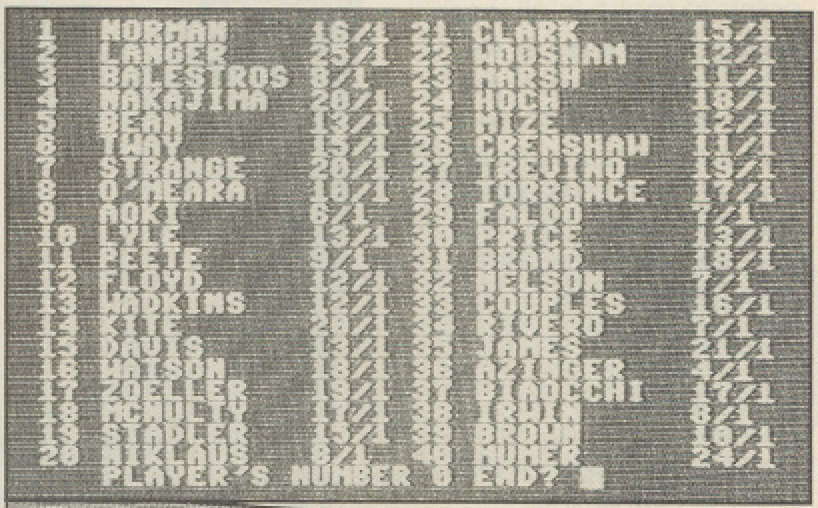
Betting is also a major factor (well it was for me!) and if you choose the right golfer to bet on at the right time you can be very rich indeed.

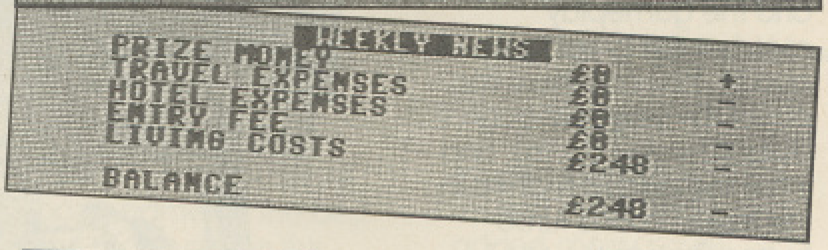
The game has three skill levels and it takes hours of dedication to go through a season. There is the ability to save games, and load them in at a later date, and this would really need to be employed as Championship Golf is not one of the fastest simulations you may come across. This is its major fault, but if you're as patient as I am you will find a very rewarding 24 hours ahead of you.

Championship Golf is the Football Director of golf, and seeing as Football Director is one of my favourite games of all time my words should be carefully considered!

RH

82%

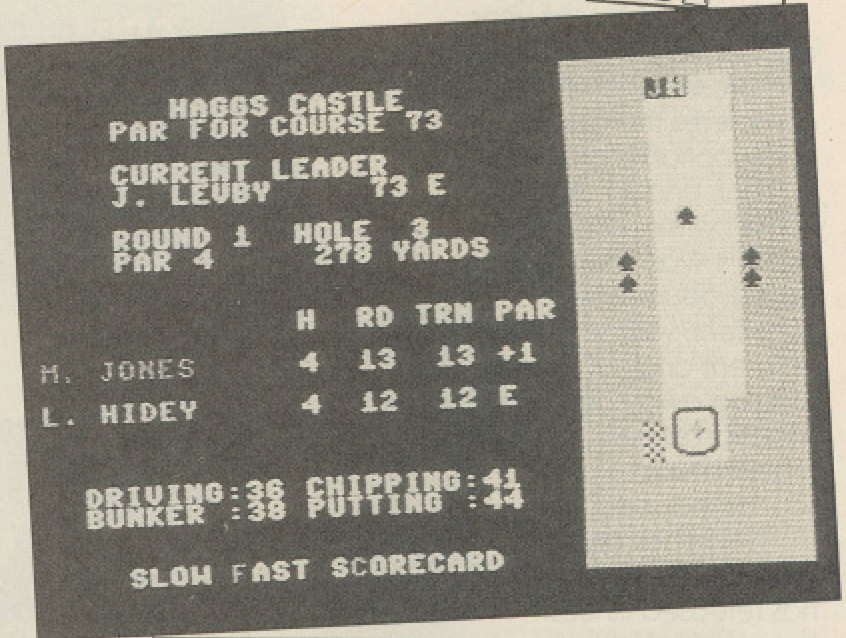


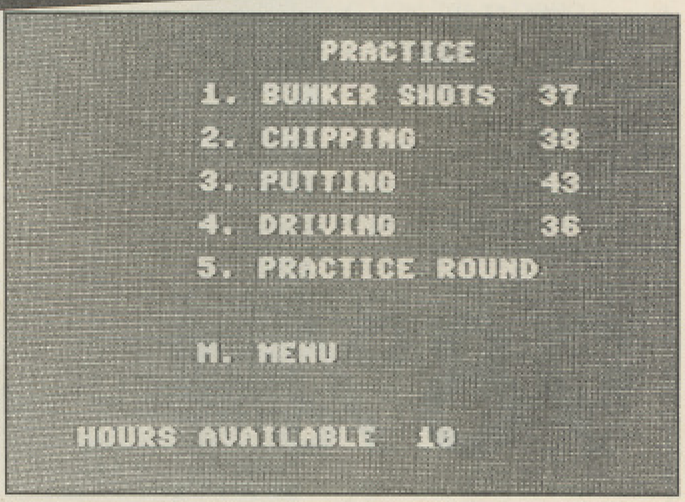












SPORTING TRIANGLES

A quiz about trigonometry? ▼



Title: Sporting Triangles
Supplier: CDS
Price: £9.99 Tape, £14.99 Disk

The game of the TV programme, and just like the show, it's an adequate but sadly dull little item.

Sporting Triangles is a sports trivia quiz, that can be played by one, two or three players; or teams with computer opponents, of varying abilities, available when necessary. You initially select one of twelve different sporting categories as your specialist subject, and have the option to set any length of time limit for answering.

The game consists of seven different rounds and these are basically the same as in the original show. The first two rounds are Standard Question rounds, with each player getting a single question in any of the three players' specialist subjects, or general sporting knowledge. There's two points for the correct answer, but it's one of those games that first prints the answer, and then asks you to enter whether you were right or wrong. It's therefore very easy to cheat, and win every time! (I wondered why you were so good at it! - Rik)

The next round is 'Hit for Six', where you get six goes to guess the answer, after being given clues of increasing obviousness. The quicker you get the answer the more points you get.

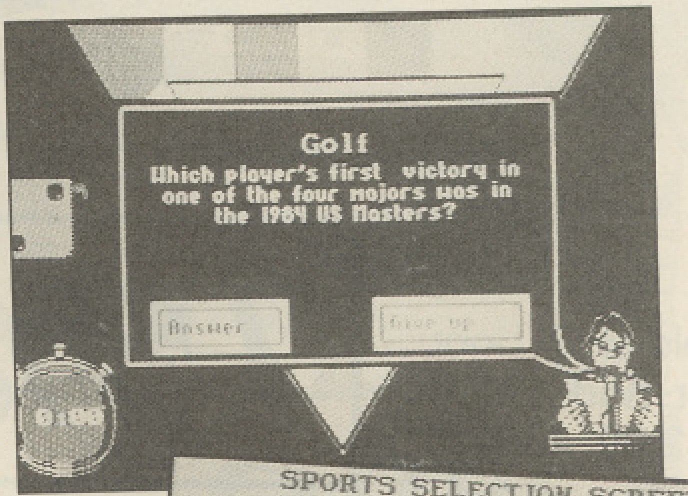
Then there's more Standard Question rounds, followed by the 'Jigsaw Picture' round. This is very similar to the Hit for Six section, except you get a slowly revealed, and virtually indecipherable, picture to help you, rather than a series of written clues.

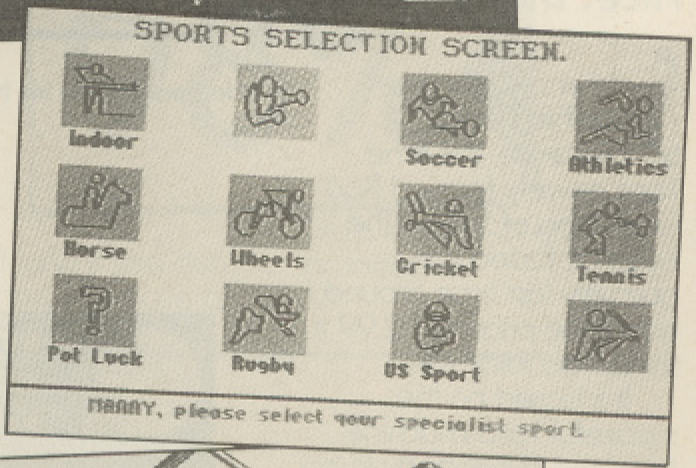
The last round is best, being a buzzer round, where the first to hit their button gets to answer a general knowledge question. Get it wrong and you lose points. Obviously the evental winner is the player with the most points at the end.

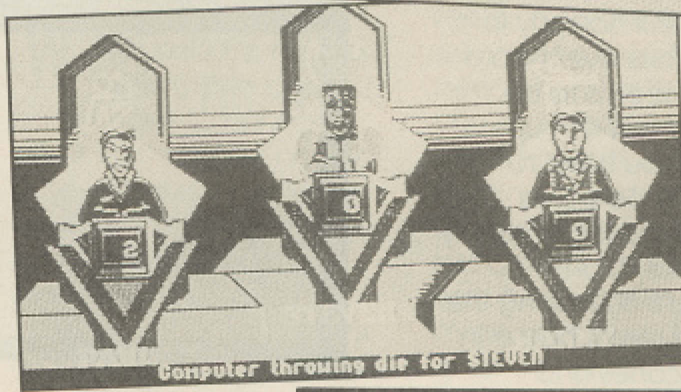
It's reasonably good fun to play, but there's little in the way of graphics and sound to make the game exciting, and if you're into sports trivia, you could buy a quiz book for a lot less than this game.

This game is thoroughly bland, the sort of game with no real purpose, that still makes for reasonably enjoyable play. It's not bad, it's just not worth the money.

JB







I bet you any ▲ money that the one in the middle is a boxer!

50%

BARGAIN BUCKET

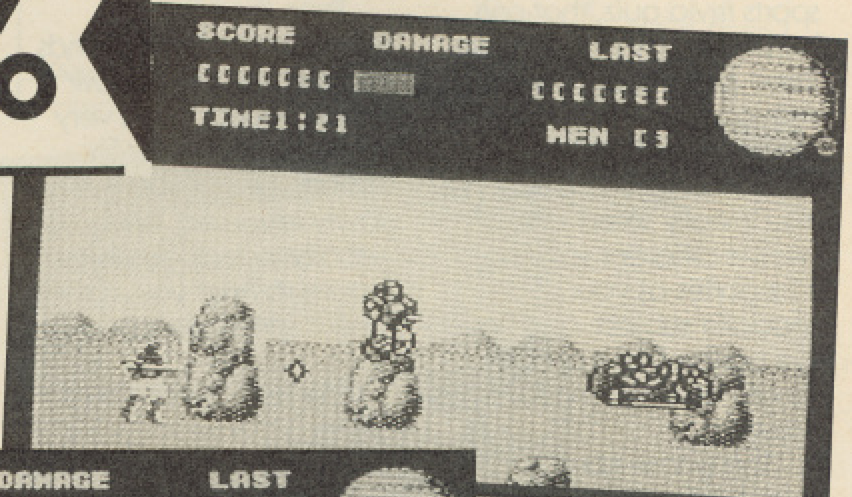
75%

Title: Soldier Of Light
Supplier: Rad
Price: £2.99

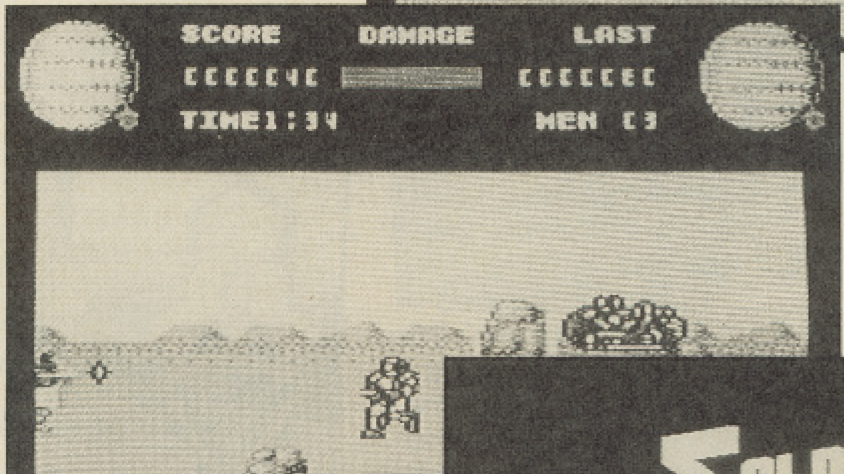
Soldier of Light is yet another budget rerelease, this time from newely formed Rad (a division of Softek/The Edge). It faded into obscurity last time around but at the price of £2.99 it should do fairly well.

It is based on the successful Taito machine (so successful nobody in the office has ever heard of it) and seems to be average shoot-em-up material. You have to visit a planet, wipe out its inhabitants (using a variety of weapons - some of which you'll find along the way) and return home in time for scones and medals.

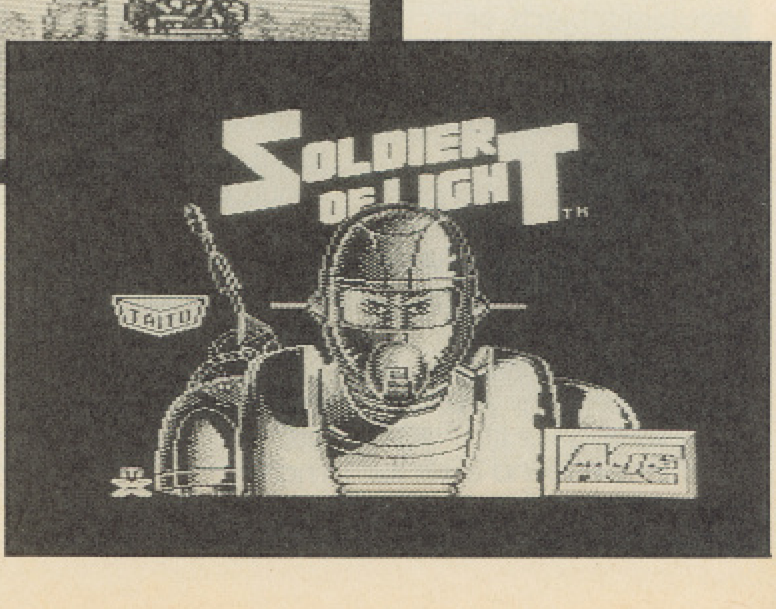
Everything about the game is average, and I suppose that's what makes it a good budget game. Worth £2.99, but not much else.
RH



If in doubt, blow his head off! ▶



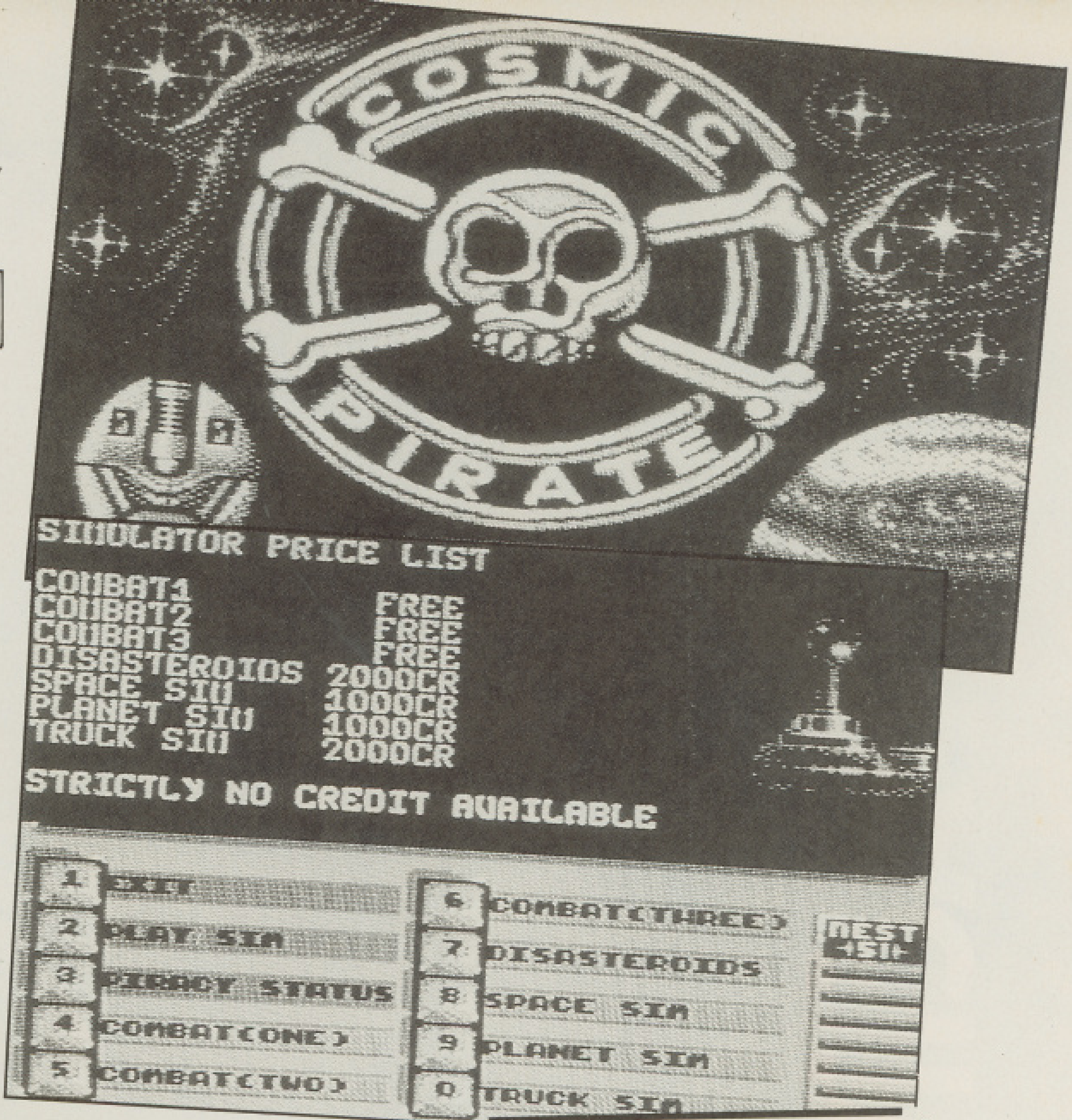
◀ Fireball murder!



Coo, don't he look mean. ▶

YC C64 C128 FUN ✶1

Title: Cosmic Pirate
Supplier: Byteback
Price: £2.99



As budget games go, they're either a reasonable game re-released or a really naff original one. Byteback have released what could be seen as the best budget game ever!

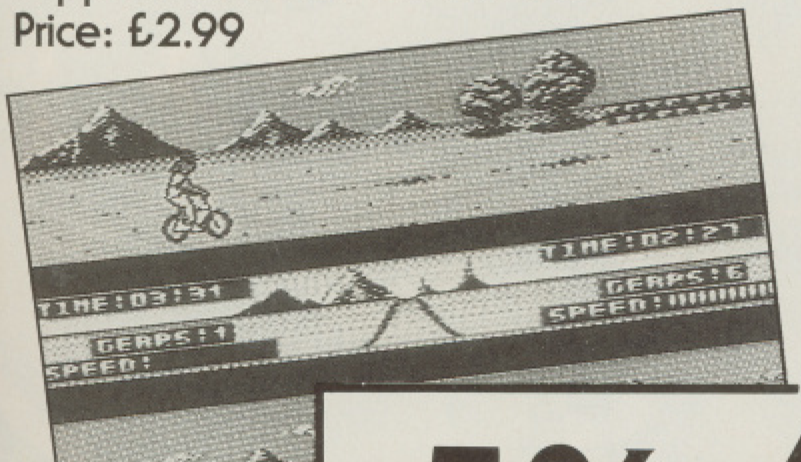
Cosmic Pirate will be recognised by any 16-bit gamer as the same game that was released for the Amiga and ST at the beginning of 1989 (by Palace Software). On the 8-bit it sees an immediate release at a budget price and this must be the scoop of the year. The game, on the C64, is brilliant and would more than hold its own in the full-price market.

You play the part of an interstellar pirate, who must complete piracy missions in order to earn mega-bucks and therefore buy extensions for your ship. All the original Amiga options are there, even the load and save game abilities. The graphics are great, the gameplay is superb, the sound is excellent, and if you don't buy this now you have a brain the size of an amoeba!

98%

RH

Title: Pro Mountain Bike Simulator
Supplier: Alternative Software
Price: £2.99



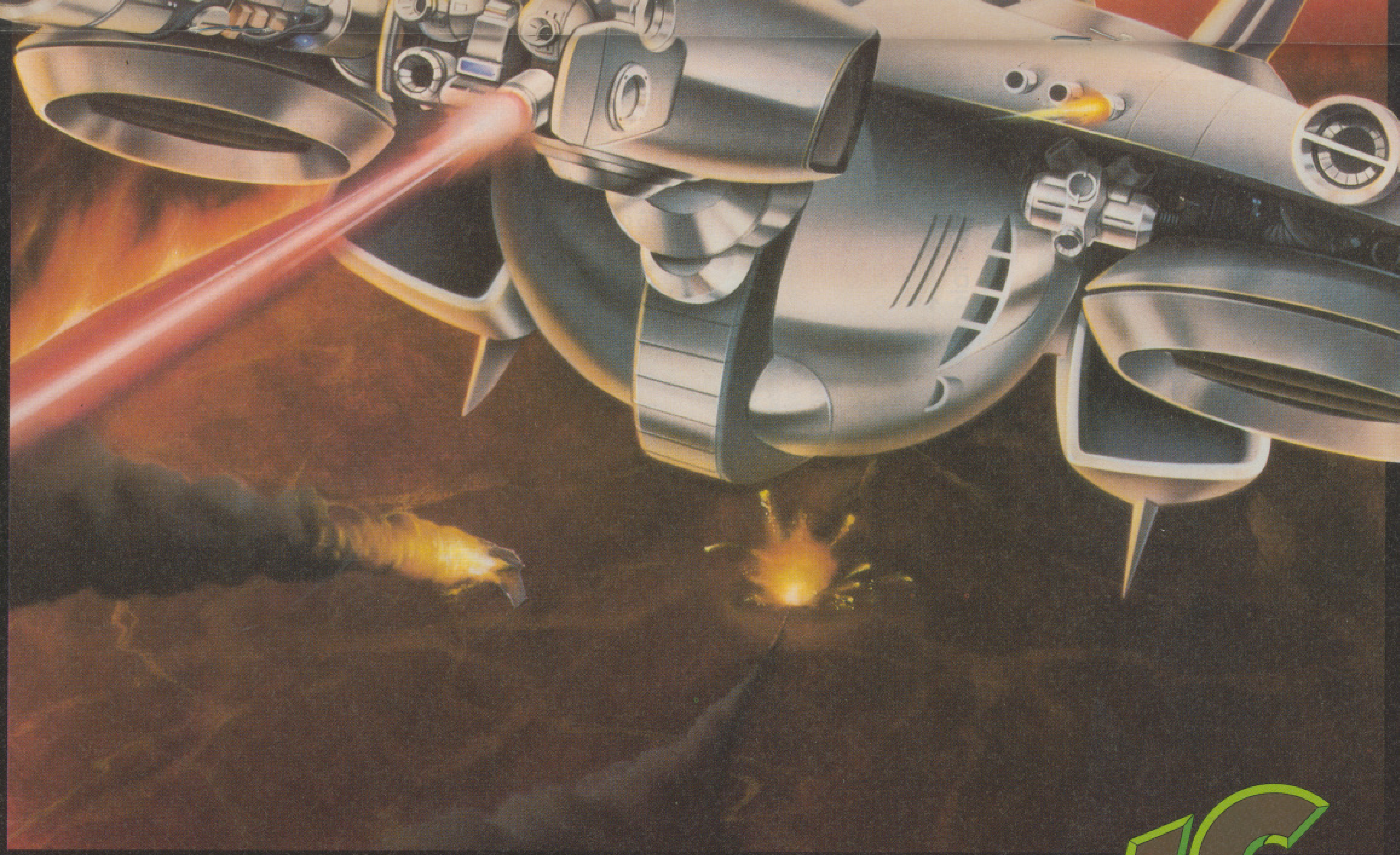
5%

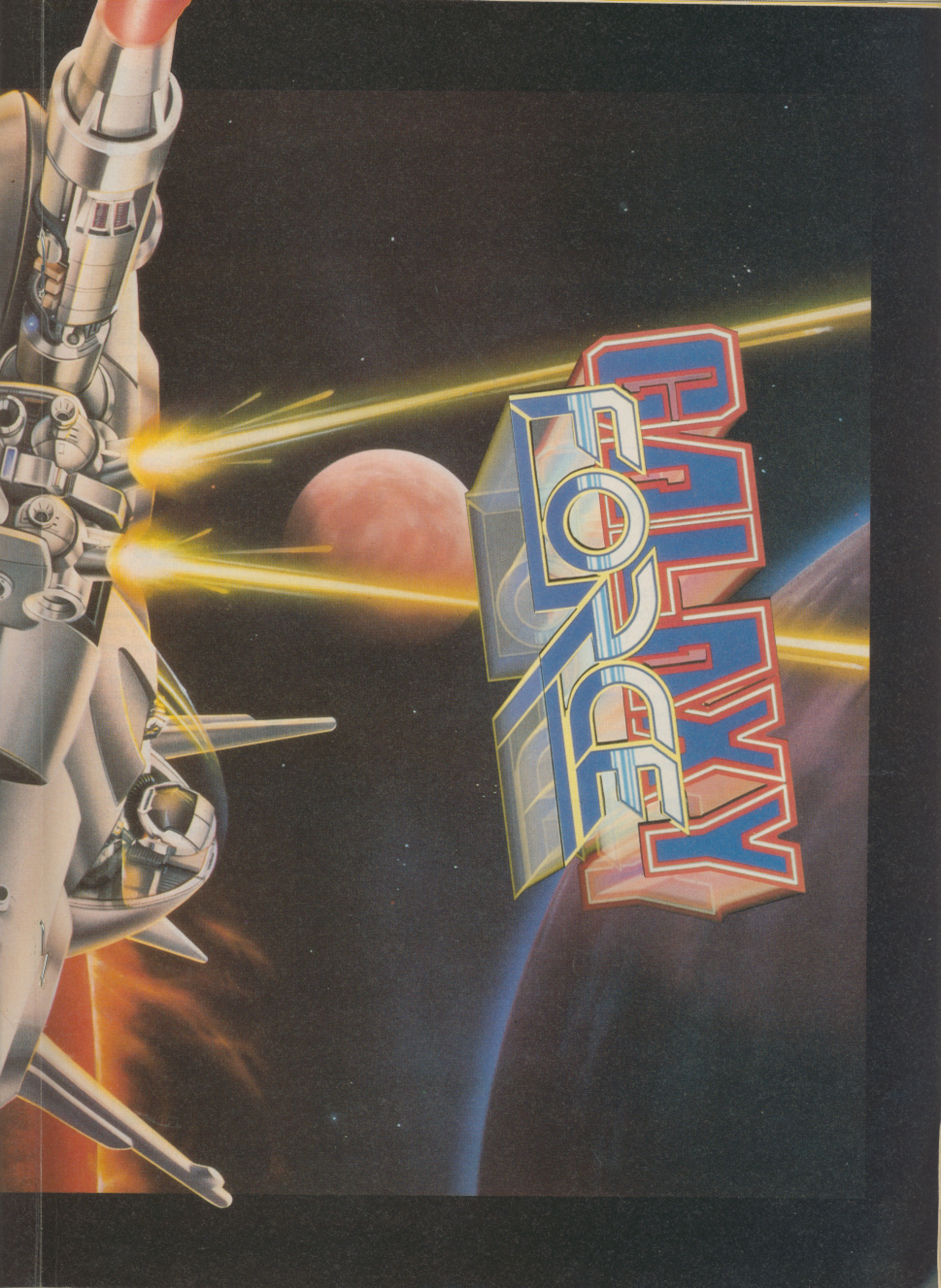
Where Cosmic Pirate was brilliant, this is a steamy pile of pig pool! I have to honestly say, with my hand on my nose, that this is the worst budget game I've ever had the displeasure in playing.

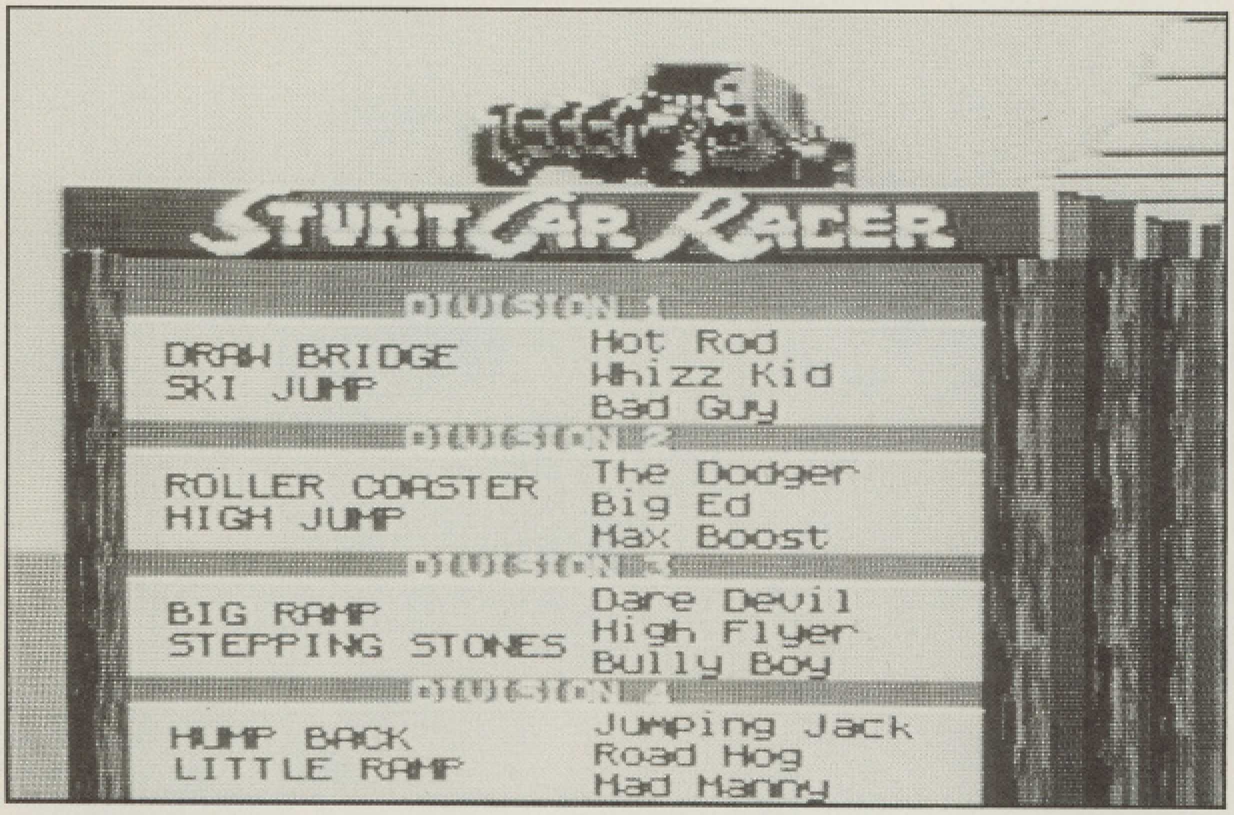
Admittedly, it is the first real game that has tried to emulate the thrills and spills of mountain bike racing, but it is done so badly that wiping the tape clean is far too good for it.

I shall now attempt to explain what the game is about (whilst clenching my teeth). You are the proud owner of a brand spanking new mountain bike and you must race another owner over all sorts of terrain. This is done in Kickstart style (ie. split screen) but to compare it with the Mastertronic masterpiece would be a gross misjustice.

The graphics are awful, the gameplay is non-existent, and the price is £2.99 too much. Luckily I had a great escape when it crashed after only the first playing...
RH




GALAXY
FORCE



STUNT CAR RACER

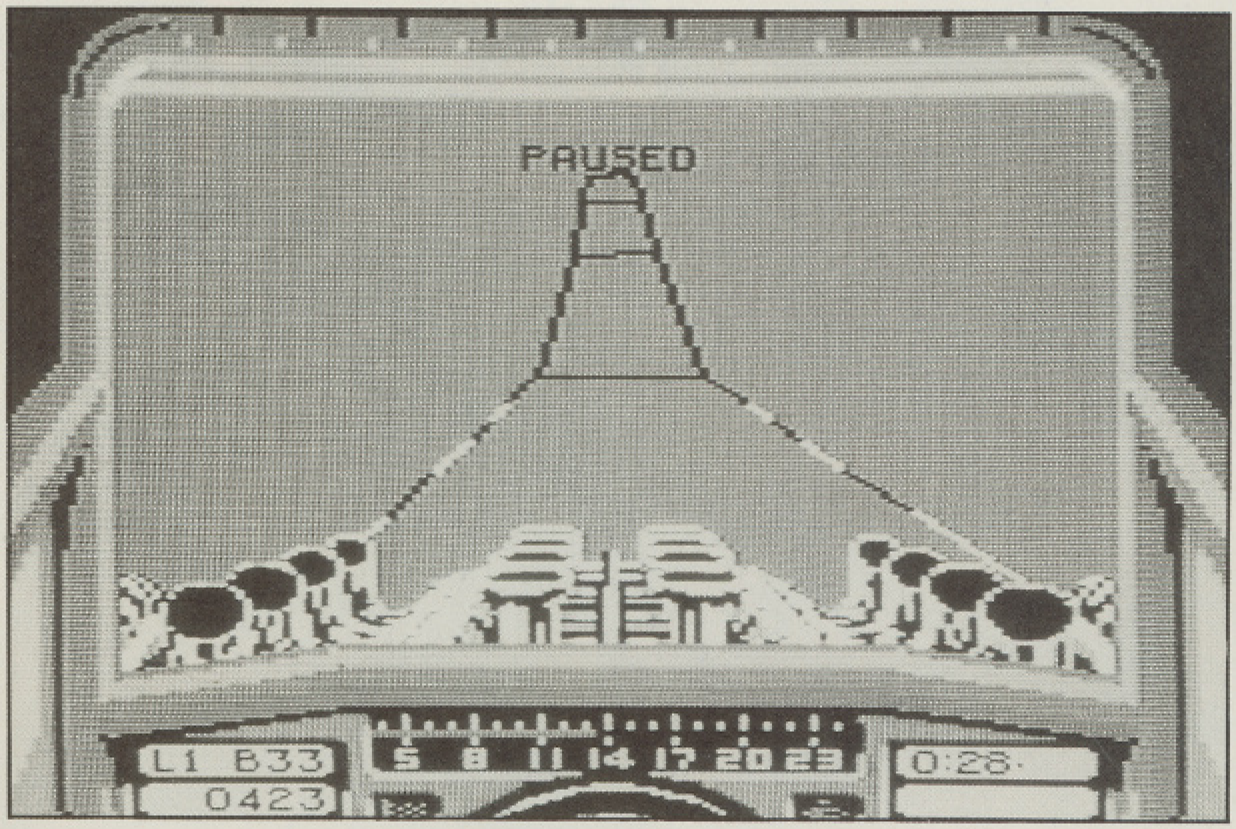
Title: Stunt Car Racer
Supplier: MicroStyle
Price: £14.95 Disk

It's the year 2008. Formula One Grand Prix Racing has been banned for the past two years ostensibly on the grounds of safety, and now the World's top racing drivers compete on the spectacular and dangerous Stunt Car circuits. At least this is what it says in the introductin to this rather splendid little driving game from Micro Style.

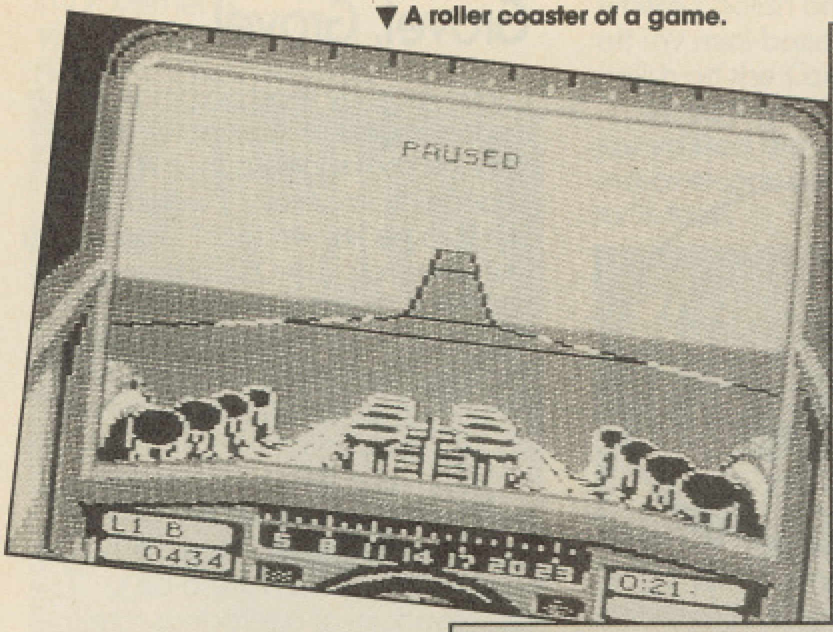
There are eight different circuits, ranging from the reasonably straightforward to the downright hair raising. You can practice on any of the circuits but the real object is to race against the computer controlled opponents and progress through a leage structure. There are four divisions each based around just two of the eight circuits, and you have to compete against two other drivers for a total of four races each season. The driver with the most points wins promotion to the next division, taking on more difficult circuits and more competent opponents. If you can manage to be Division One Champion, this means you can gain access to the Super-League. This works along exactly the same lines as the other league but you get a faster car with better accelleration and braking.

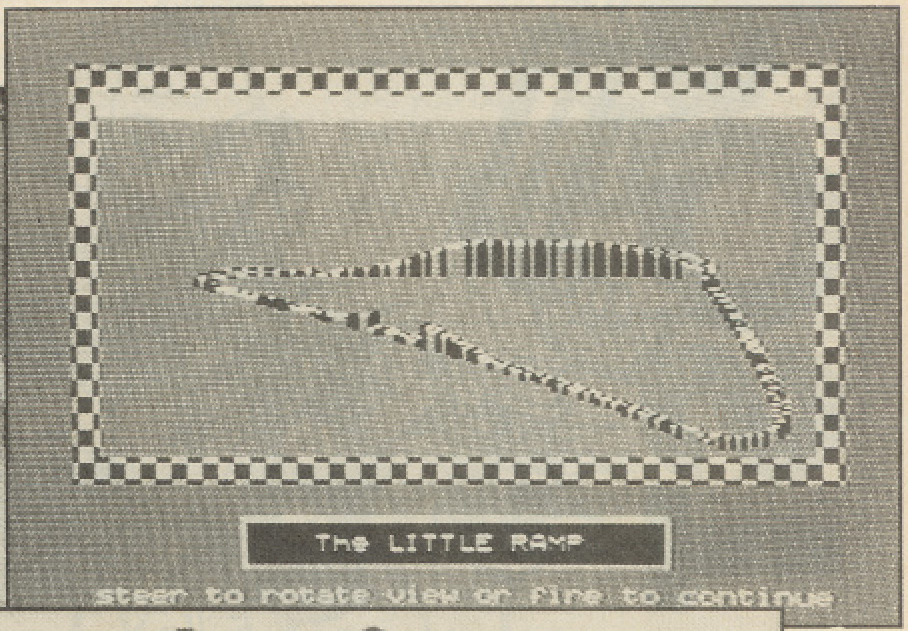
Just how much faster the Super League cars are I never even got close to finding out, since as with so many of these racing games, it is practically impossible to win even one race. The opponent always shoots off in front of you and if you can even keep him in view you're doing well. One particularly good aspect of this game however is that, at least on the easiest circuits, it doesn't take a lifetime to practice to be able to complete the course without crashing. It might be really hard to win, but at least you can actually finish the races.

The controls are very nice. You don't have to keep the joystick pressed forward all the time, since



▼ A roller coaster of a game.

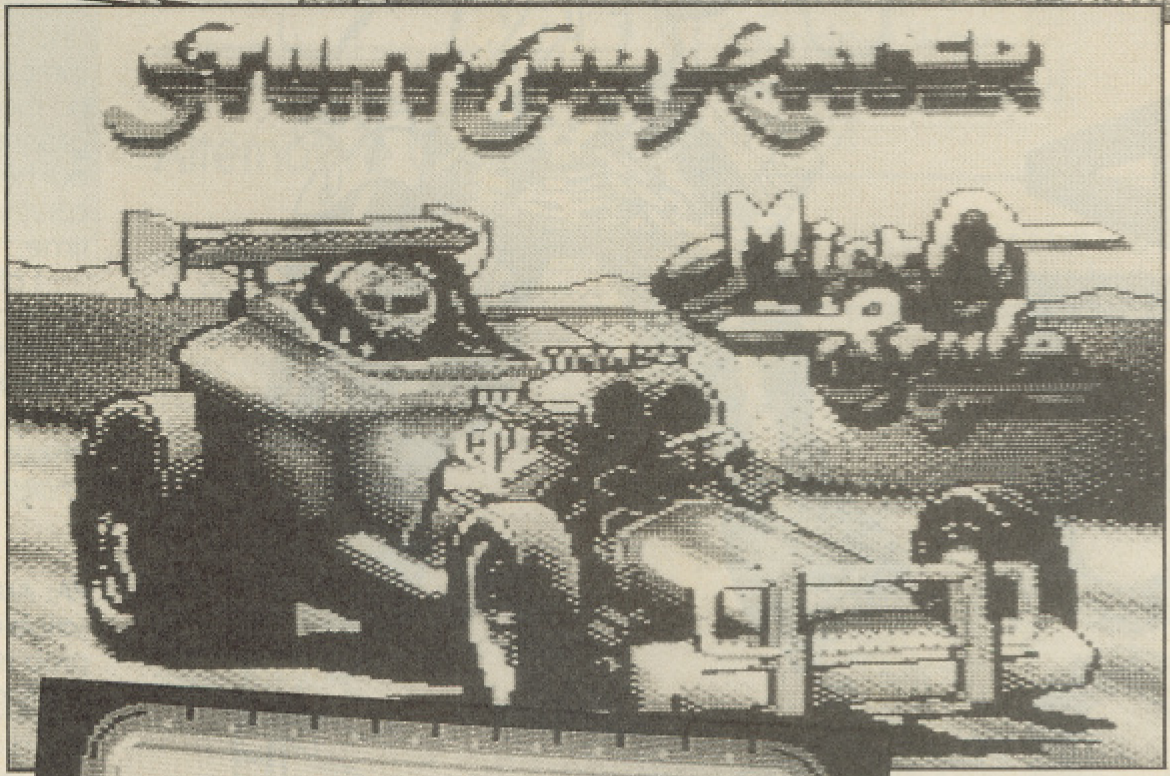




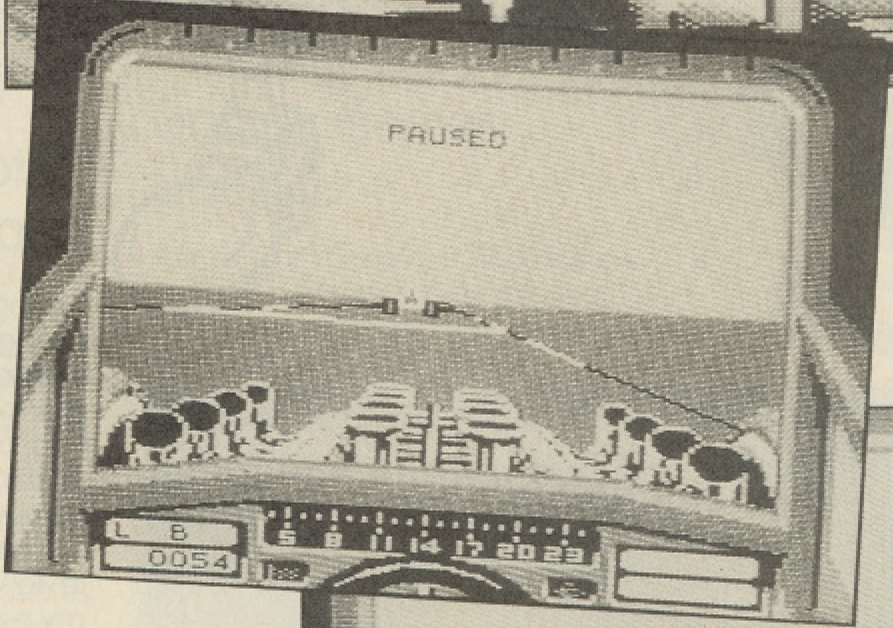
once you've reached full speed you will automatically stay there unless you brake. This also allows you to take advantage of the auto alignment feature, which means that on straight sections of the track you will automatically keep on line, only having to worry about steering at corners.

If you do manage to crash there can be some quite spectacular ones since most of the circuits are elevated some way off the ground and you spin and fly through the air on your way to your doom. Still, a crane will undoubtedly winch you back up onto the circuit to carry on your by now pointless pursuit of the opposition.

The graphics are really very good with a nice 3D effect and some quite convincing looking corners and things. The colours are sensible, the sound is good and overall it's a very good, very complete game. Terriffic.
JB

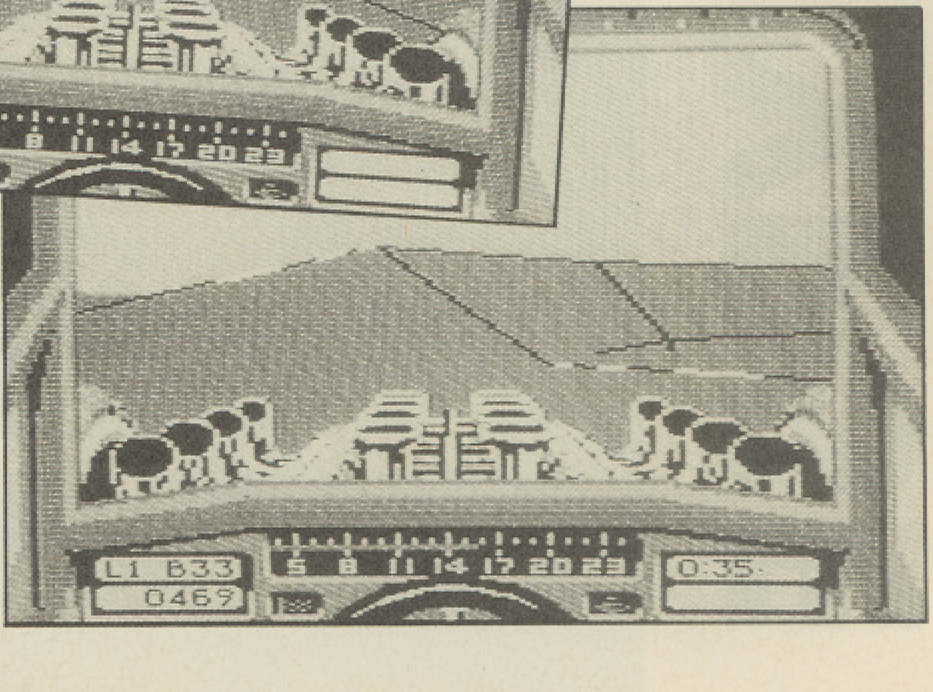


▲ Rev that engine. Don that helmet. Wobble that crank shaft.



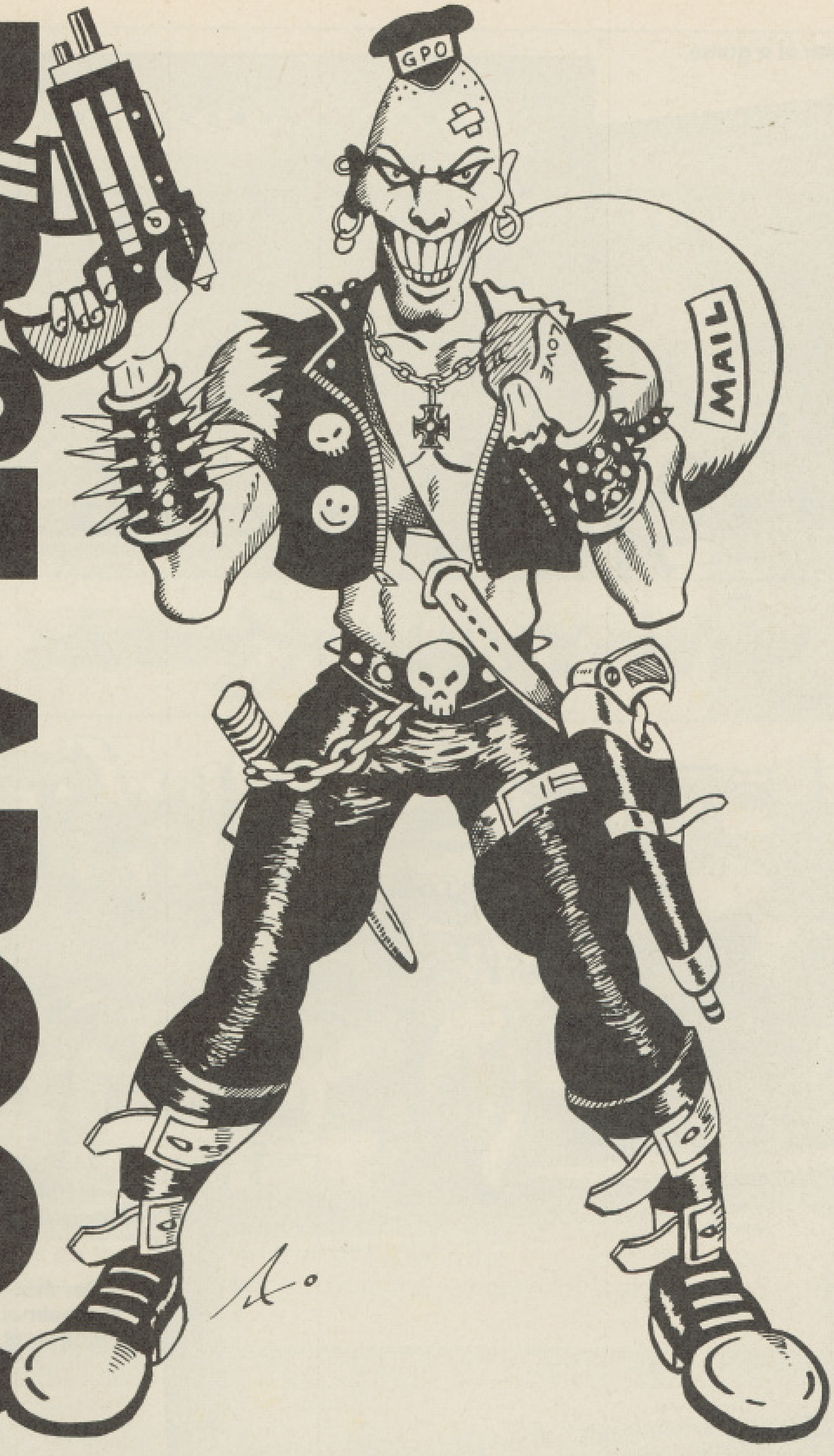
Is that a car I spy in the distance? ▲

▼Bang, Bang, chitty, chitty.



80%

POST APOCALYPSE



Welcome to the only letter column hosted by a gun-wielding, psychopathic madman. Here he is; 'The Postie with the Mostie'; 'The Maniacal Mailman'; Post Apocalypse himself.

Grovel, Grovel

I have recently read an article in the trade magazine 'Computer Trade Weekly' that suggests that YC is to change dramatically. I would just like it to be known that I support you in every way. The C64 games market is one that has been very well supported by magazines in the past, but as we approach the nineties, everybody seems to be changing direction.

Zzap is becoming more Amiga orientated (and aimed at an even younger market than before!), CU is moving away from the 8-bit Commodore at a ferocious rate, and CCI has never really catered for the 64 gamer. Your Commodore, on the other hand, has been gradually realising that the market out here is very strong, and will continue to be so for quite some time.

I also commend you on the decision to put a cassette on your cover with free games on it, no longer will we have to contend with snotty Speccy owners 'boasting' about their retrospective 'rags'.
Phillip Sharpe, Glasgow

PA: Aurite, wot a great piece of scribble to start off with. De only prob is I don't get to yuse me Photon Blaster (TM) yet...

Plutonium Mega-Death

Having been a regular reader of YC for a goodly number of years I note with some interest the recent changes to the mag. In the past, YC had, after some time, got the content of the mag just right, viz, computing, hardware, tech tips, education, etc., and lastly games/ reviews (being the lowest priority in my estimation).

Not only has the flat spine gone (an ideal method for identifying volumes), but also a change of content, with the emphasis being on reviews, games and features.

Also, why are you covering the Amiga when ARGUS produces (?) a mag just for this machine. Please remember that there are serious users out here in consumer-land and rectify some of these 'retrogressive

improvements'.
Vaughn Tiller,
Halstead, Essex



▲Your Amiga - The Entertainment Magazine

PA: Vaughn, I'll 'ain't never gonna forget dat there are 'serious' users out there, and the sooner I can round 'em up and fill 'em wiv more 'oles than the ozone layer in the year 2000, de better.

16-bit Bovver

I've recently dwelled on the idea of upgrading my humble C64 to a 16-bit machine but I don't know if I would rather go for an ST or an Amiga. Can you help?
Sam Thorpe, Romford

PA: Can I 'elp? Of course I can't bloody 'elp, what do you fink I am a technical genius? Anyway, stick wiv the old shoebox, it's got years ahead of it!

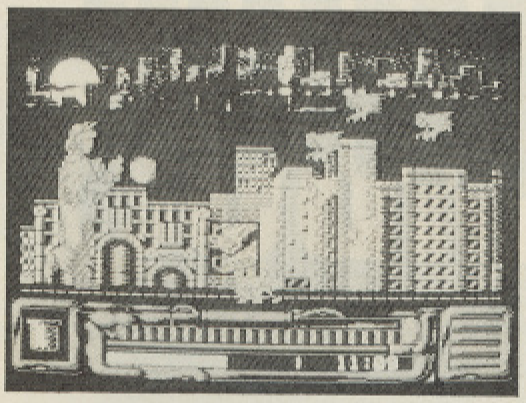
Chrissy Capers

Now that Christmas is nearly upon us I would like to know what games I should be asking Santa for.

I think Ghostbusters II would be a good one, but my brother reckons that we should plump for Power Drift or Turbo Outrun. Please help us to make our minds up.
Pete Smith, Manchester

PA: All of dem games sound good, but my favourite Christmas game is where I polish off the Turkey, polish off my mini-bazooka, and then polish off the Carol singers!

By de way, Santa don't exist. It's just ya Dad dressed up in a poncy red overcoat, and cotton wool stuck ta 'is face.



▲Ghostbusters II, play it while you eat your pudding!

Alternative Comic

I'm just writing to thank you on the inclusion of a regular Comic column.

For years I've been collecting Marvel, DC and 2000ADs, and no magazine has bothered to cater for the gamers who have other pursuits. One question though, who IS Stuart Green?
Eric Hopper, Brixton

PA: Stuart Green is da Ed of 'Speakeasy', Britain's premier comic magazine, so he knows what he's talking about

Games, Games, Games...

Are you, at YC, going to be doing a readers' awards scheme this year, where we get to pick our best games of the year? If so I've included a list that should get people to do likewise.

Best Arcade Game - Phobia
Best Arcade Adventure Game - Batman The Movie
Best Arcade Conversion - Dynamite Dux
Best Sport Game - Kick Off
Best Company - Activision

I hope this helps.
Tom Linfield, Leeds

PA: Yep, there's nothing quite as boooring as lists, but de Ed 'as decided ta do a award fing anyway. Yawn!

Well, I fink that's about it anyways! If you've got sumfing to say to the rest of the YC readers, and you don't feel like sticking your two fingers out of ya blue Cortina at 'em, drop us a line and I'll do me very best to slag ya down

The address is:

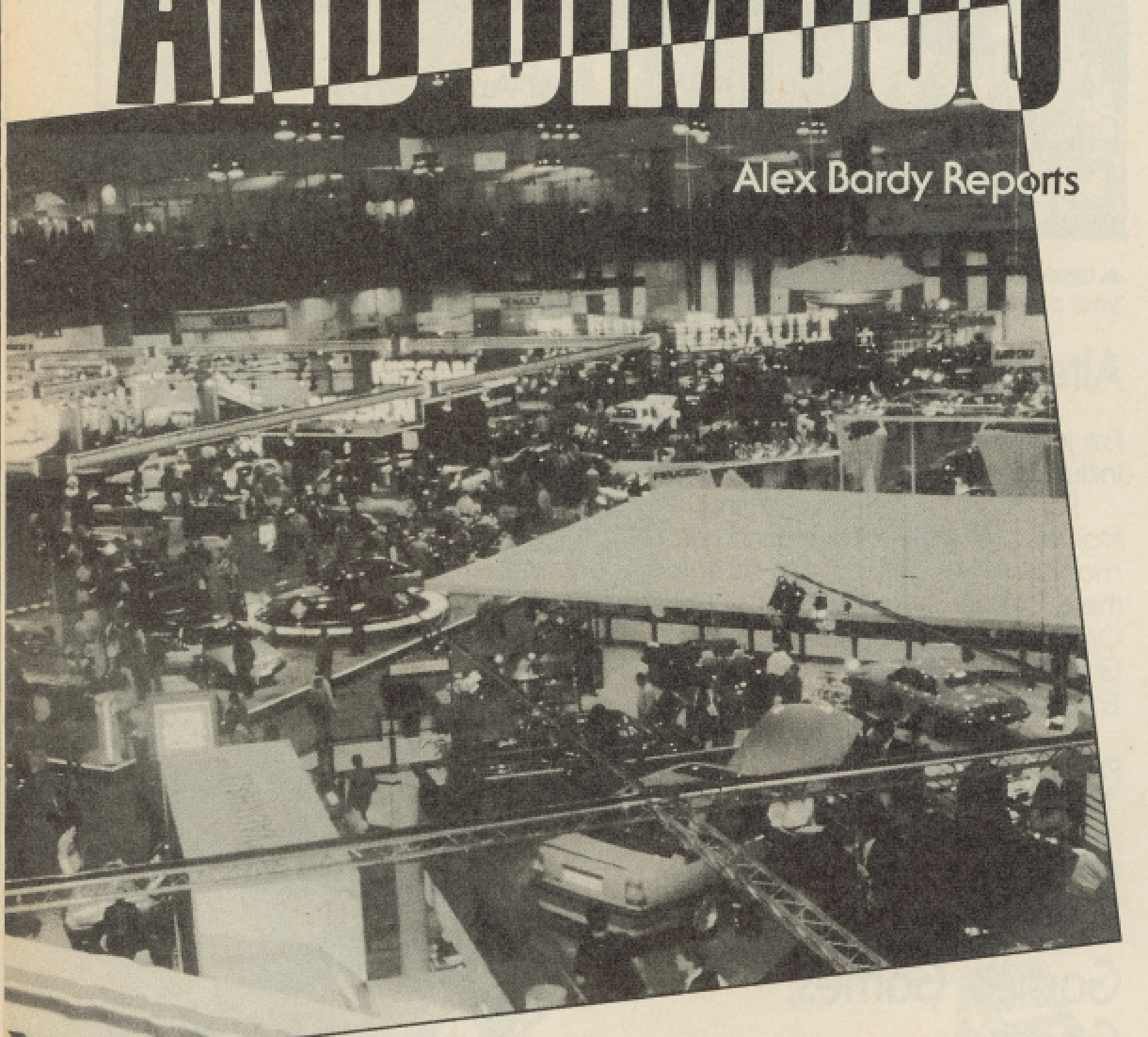
Post Apocalypse,
Third Rad Heap on the Left,
YC,
Argus House,
Boundary Way,
Hemel Hempstead,
HP2 7ST

See y'all, and don't fall in a bucket of puke, it ruins ya best studded posing pouch...



ALL CHROME AND BIMBOS

Alex Bardy Reports

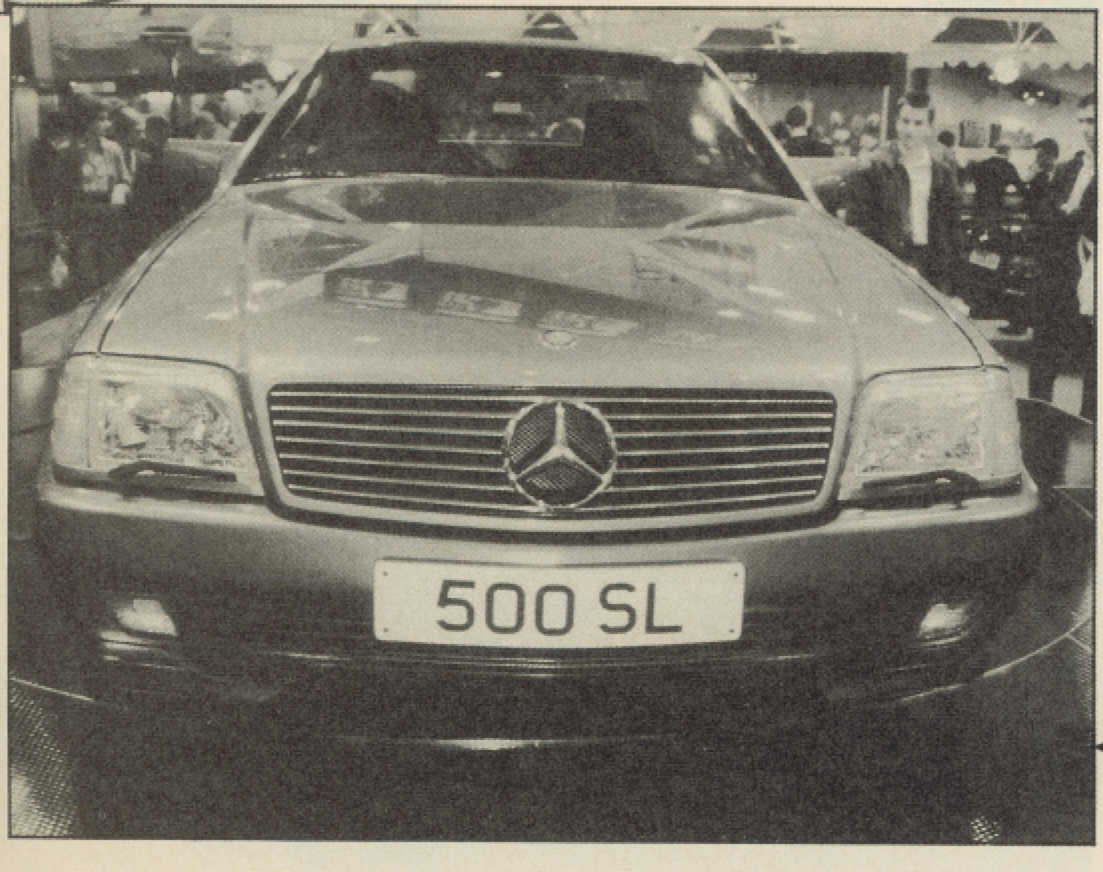


THE TIME: Sunday, 23rd October 1989; a blustery afternoon typical of the British autumn.
THE PLACE: A huge thing called Earls Court, with 'Motorfair 89' splattered all over the walls.
THE CREW: A lone photographer and myself...
ASSIGNMENT: Check it owwt!!!

That's right, the London Motor Show has been and gone for yet another year, and yet again the public turned out in droves to ooh, ahh, and ogle at a collection of (mostly) four-wheeled thingies which the majority of them couldn't possibly afford.

It was the British car industry which captured all the headlines this year through - with the Japanese pre-occupied with their own show in Tokyo, here was the ideal opportunity for the union jack to take the limelight and plant it firmly on Europe.

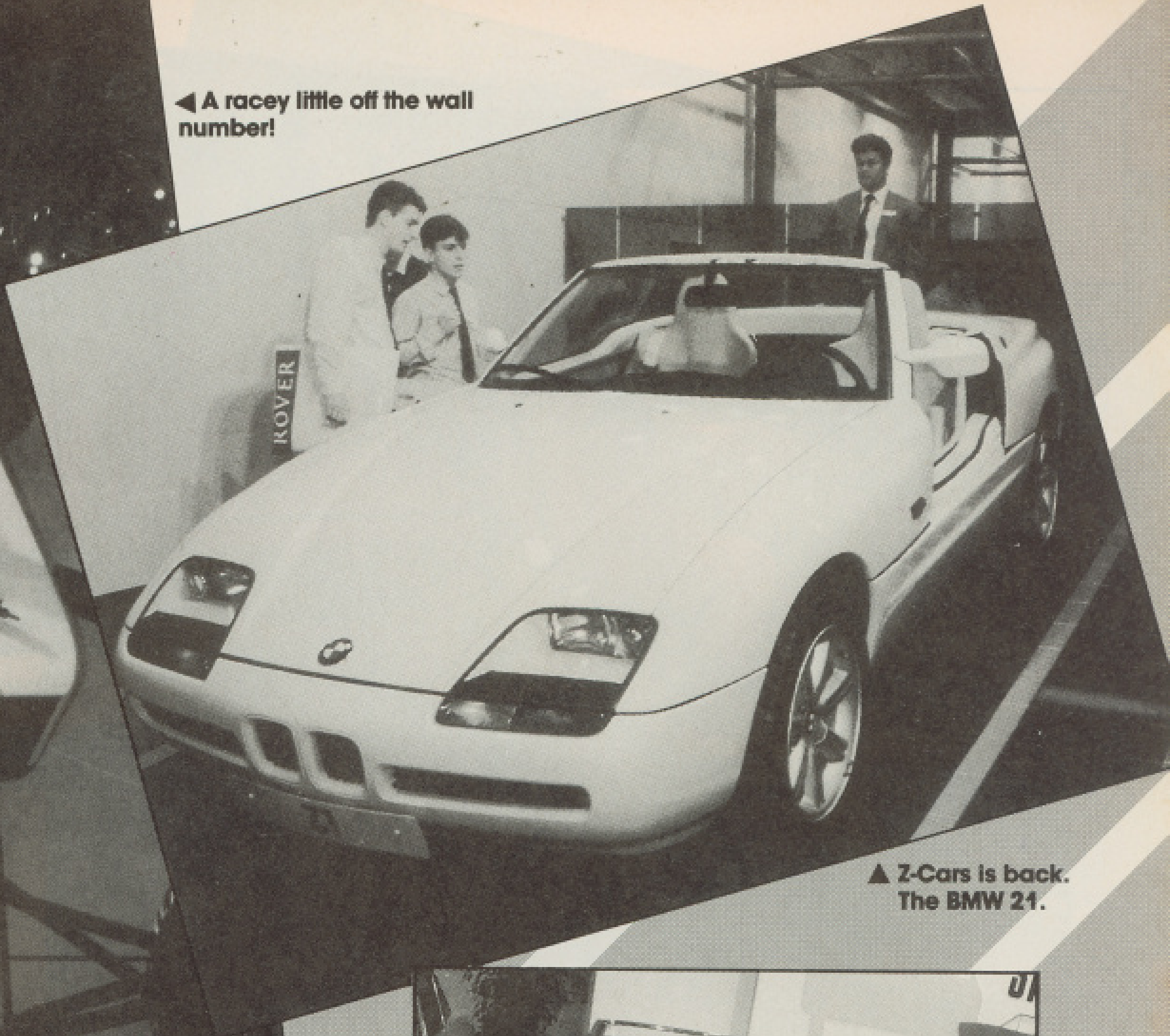
And they did so with gusto: The *Lotus Elan*, the *Panther Solo*, Rover's new *200*, Vauxhall had the *Calibra*, *Lotus Carlton*, and *Cavalier 2000GSi*, Jaguar's *XJR 4.0* and *6-litre XJS V12* were in evidence, and even Ford got in on the act with the UK debut of the *Fiesta XR2i*; Land Rover too had the *Discovery* and *Range Rover Vogue* ready for all to see. And the foreigners' response? A couple of new Mercedes (including the sporty *500SL*), Mazda's *MX-5*, Nissan's



◀ A spanking Merc 500.



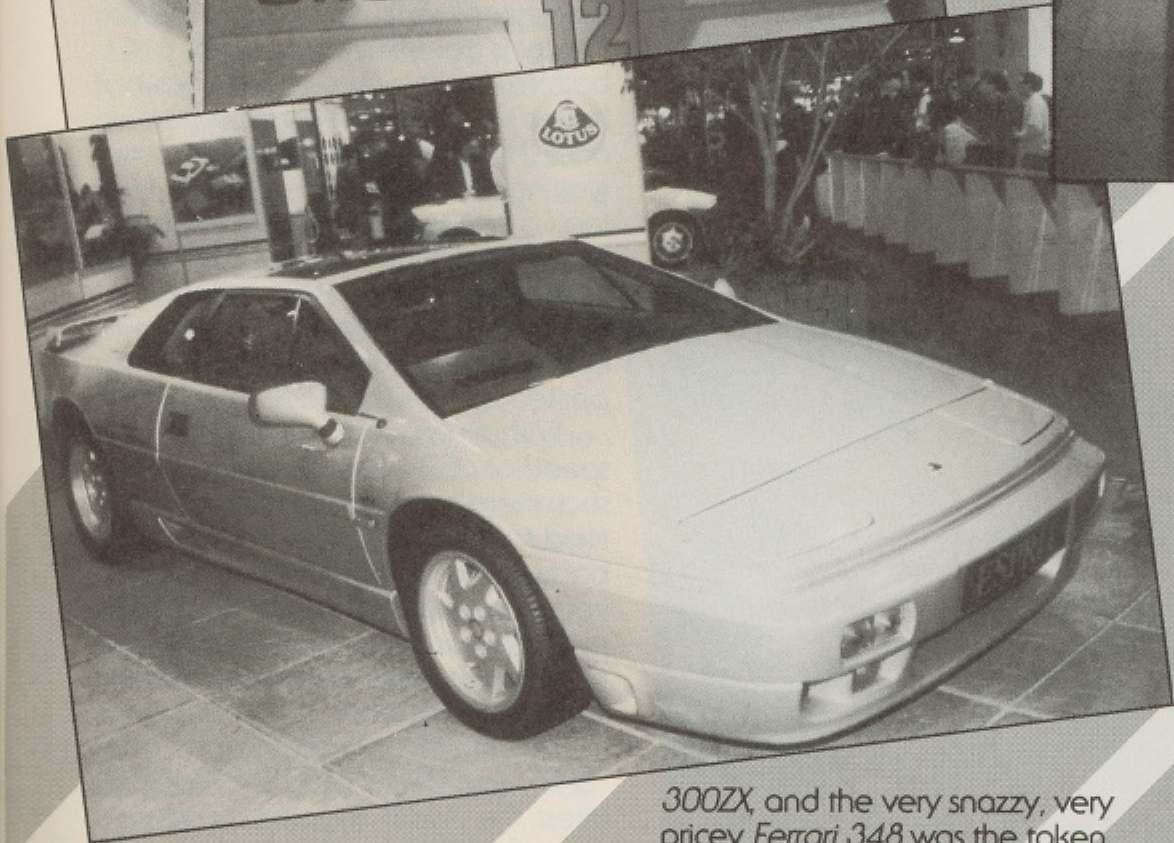
◀ **A racey little off the wall number!**



▲ **Z-Cars is back. The BMW 21.**



▲ **I'm getting tyred of this, where's the bimbos.**



▲ **The lotus Esprit Turbo, footer than a very small midget tied to a big kite on a very windy day!**

300ZX, and the very snazzy, very pricey *Ferrari 348* was the token response - not very impressive really.

Highlight of the show for many proved to be the *Lotus Elan* - Lotus' first new model in well-nigh 14 years now made an impression on an awful lot of people, and at £20,000 it's almost affordable too. Quite frankly, it left me cold; maybe if Lotus will let me have a go... Truth be told, with an Isuzu-designed turbo engine, this mother puts out 165 vbh (very big horses, aka bhp) with ease. The controversial aspect of the thing is the front wheel drive, with the trend towards 4wd 4ws aren't Lotus off-track a little? Not really, "we think it's fulfilled the three 90s: 90% of customers can use 90%

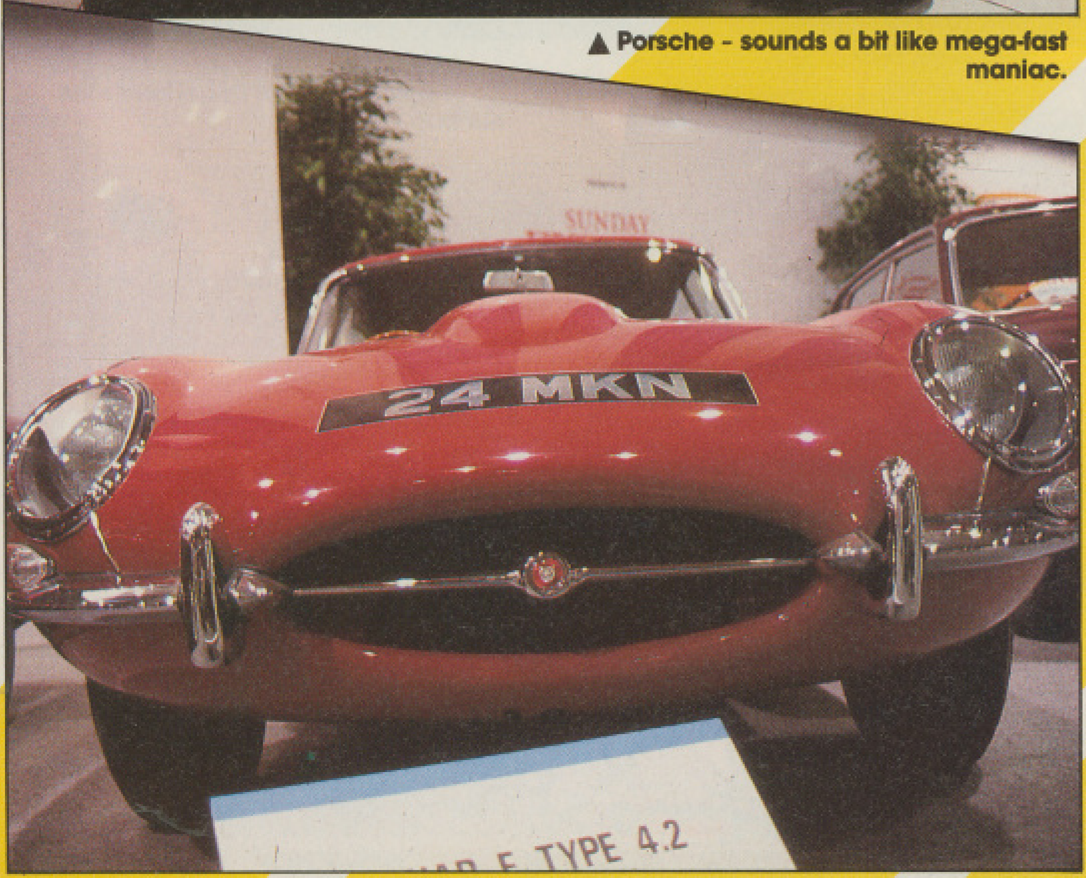


Here's the bimbo! ▲





▲ Porsche - sounds a bit like mega-fast maniac.



▲ The Jag E-Type, nothing like R-Type.

of the performance 90% of the time." I'm tempted to say why not try it for yourself, but at twenty grand you'll be forgiven for passing on that...

Taking on the foreign supercar monopoly is Panther's new *Solo* - for 40,000 sovs you too can drive what is arguably one of the most attractive vehicles on the road, the *Panther Solo* combines impressive power (204 bhp) with incredible road handling to devastating effect; this car is beautiful from top to bottom, inside and out, and if you haven't guessed already, I want one! That said, there's a healthy waiting list for this one - Panther took a wrong turn a few years back when trying to run before they could walk, and the result has probably upset a few people: it'll be smiles everywhere though when it's parked outside the door.

With a (claimed) maximum speed of 150+ mph and 0-16 in 5.6 secs, there are very few cars on the road today that'll leave this little baby at the lights. I was impressed, very impressed, although the garish pink affair at the show may have put a few people off, painter's joke or no painter's joke.

Still with those cries of "ooh", "ahh", and "HOW much!?", Ferrari's latest, the *348th*, weighed in at a mere £64,500 - with a body that was very low and very side, the *348th* has excellent pedigree, and there's no reason why the offering should be anything but up to the mark. It was pretty to look at, if somewhat on the aggressive side in terms of styling.

Back to British now with the *Railton*: based on the *Jaguar XJ-S*, this monster was the latest William Town creation and one of my personal faves to boot - more later but don't hold your breath to get hold of one, £88,790 at your local NOW!

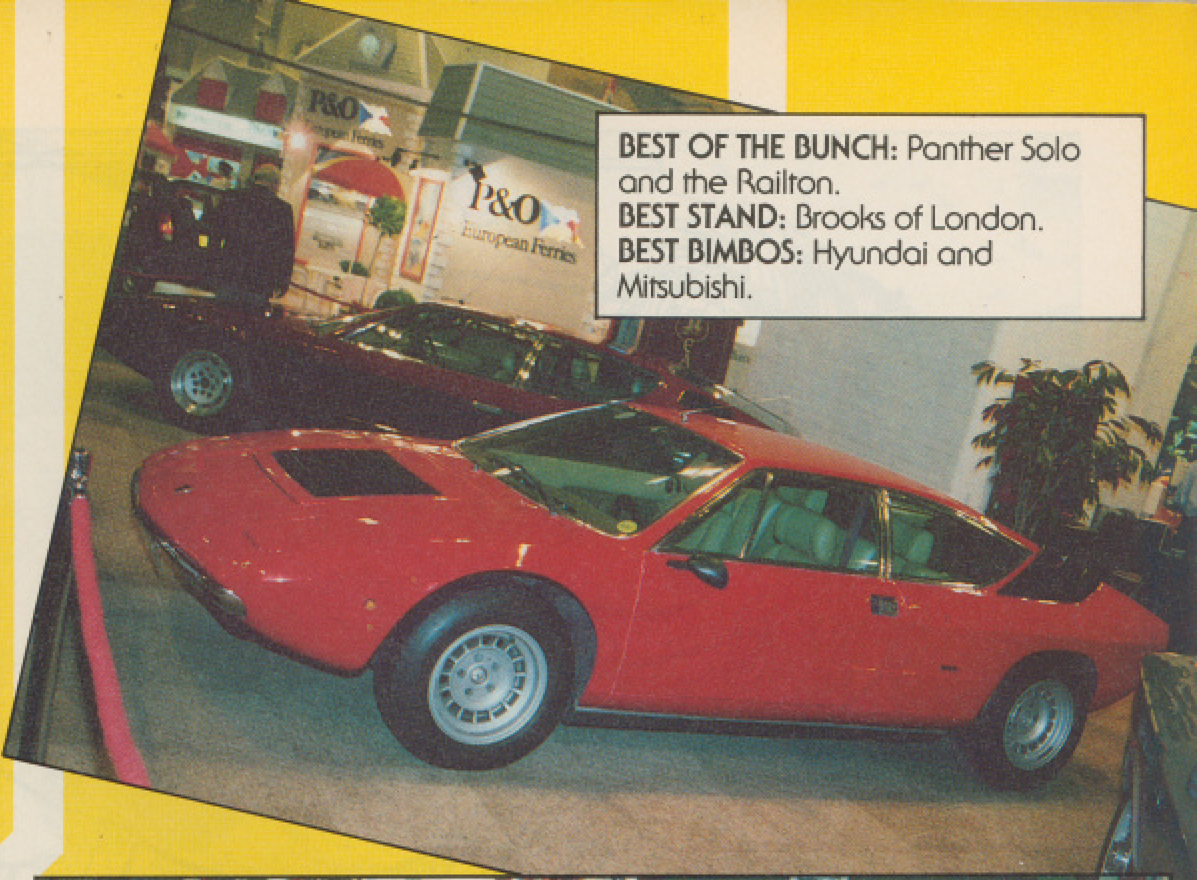
The other big money award goes to that old faithful, Rolls Royce.The newest designs will still have you digging into your pockets after the first £100,000 - a life of luxury never came cheap for anyone, did it?

The Germans made their presence felt, with the new *Mercedes 500SL*, BMW had the *Z1* roadster on their books too (though the much vaunted *850i* was conspicuous by its absence). Oh yeh, Porsche saw fit to show off their wares, including the *944 Turbo* and *911 Carrera 4 Cabriolet*, the midas touch hasn't left them yet. Also, curiously, I think I saw one of them two-wheeled things on the BMW stand, shurely shome mishtake...

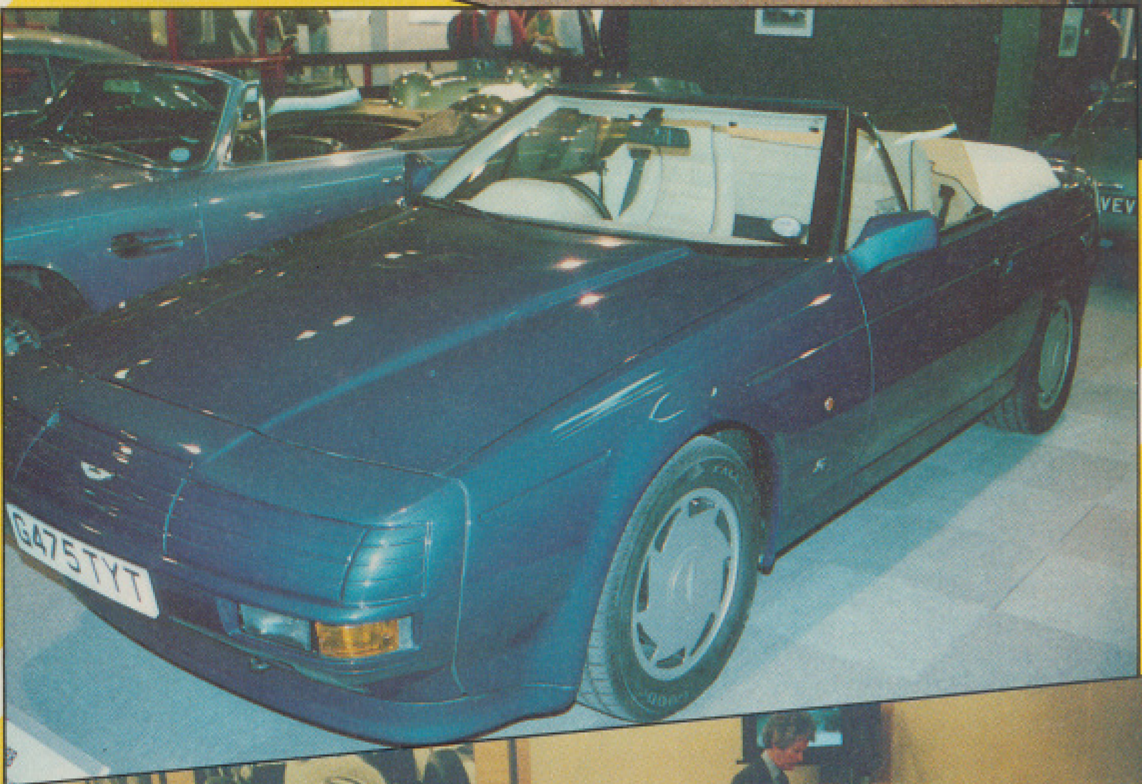
Returning to Earth once again, away from all the glitz and glamour, by far the most interesting features of the show were those stands choosing to peep into the history books - in association with the Sunday Express, the extra-special *1964 Show* brought a smile to the face of just about everyone who could remember that far back - there were lots of fans around 25 years ago, and being mad on cars is a fad that's never gone out of date...

Brooks is a name that many people won't be familiar with, they are a new company specialising in the auction of collector's cars - launched earlier this year, this is one company that knows what it's all about. Their massive stand carried no less than £$^1/_2$ million in ther very first auction. This stand made the show for me, and my companion was at pains to drag me away from this one, and I still made it back a couple of times... For a few all-too-quick hours I honestly thought paradise had paid me an early visit. Gorgeous. Loved it!

For those unlucky few who couldn't make it too the Motorfair, there's always the Motor Show at the NEC Birmingham next year, where the likelihood of more surprises is quite high. Make it a date!



BEST OF THE BUNCH: Panther Solo and the Railton.
BEST STAND: Brooks of London.
BEST BIMBOS: Hyundai and Mitsubishi.





For the bimbo to go down the shops in! ▲



HACKATAK

Yes folks, it's Hackatack time again. No game is too big for the gamesmaster Kirk. This month find cheats, pokes and guidence to help even the worst games-player crack those impossible games. Anyway, enough of these frivolities and on with the tips.

Having trouble with the new System 3 game, TUSKER? Leave your cares behind as we go on a guided tour through the first level.

First, you will need to find the GUN, ACID BOTTLE, WATER BOTTLE, AMMUNITION (this is found in the LARGE BOX) and the KNIFE, all of which can be found in the desert.

To fill the water bottle make sure you have the knife and water bottle showing in the object/weapons display. Now find a cactus, stand left or right of the base and stab to refill your water supply.

Find the cave entrance and enter it. Once inside the cave enter the first small cave entrance you see. Inside should be a chest which can only be opened by punching or kicking it, inside the chest you will find a book which tells of the task awaiting you. Find the pool of water, here you will see a crocodile, kill it with your knife. Now enter the end cave past the pool of water and pick up the gold nuggets and the machete. If you use the book whilst standing in front of the wall all the screens in level one will be shown.

Leave the cave section and use the machete to chop down the bushes. Keep walking right (avoiding nasties), you'll now arrive at the end of the level where you will see a giant slug, chuck the acid bottle onto the chains that hold the slimy creature and this will release him. If you feel mean you can shoot the slug and watch the effect it has, but you cannot kill it, to finish level one leave the screen by the top right corner.

Perhaps someone could send in the rest of the solution?

Licence To Kill

Reset the computer and enter the following poke.
POKE 8448,173:POKE 11565, 173 - Unlimited lives.
POKE 12494,173:POKE 133591, 173 - Unlimited bullets.

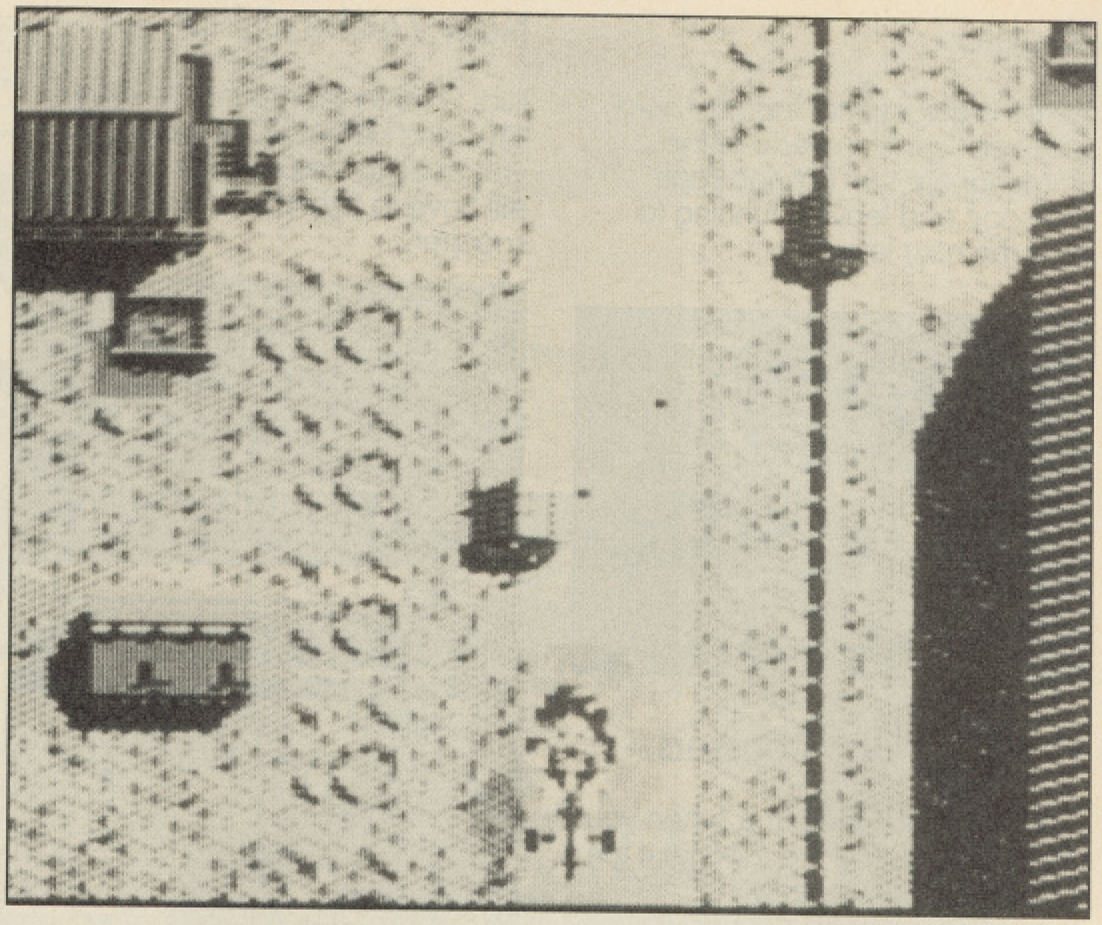
007 LICENCE TO KILL

Indiana Jones And The Last Crusade

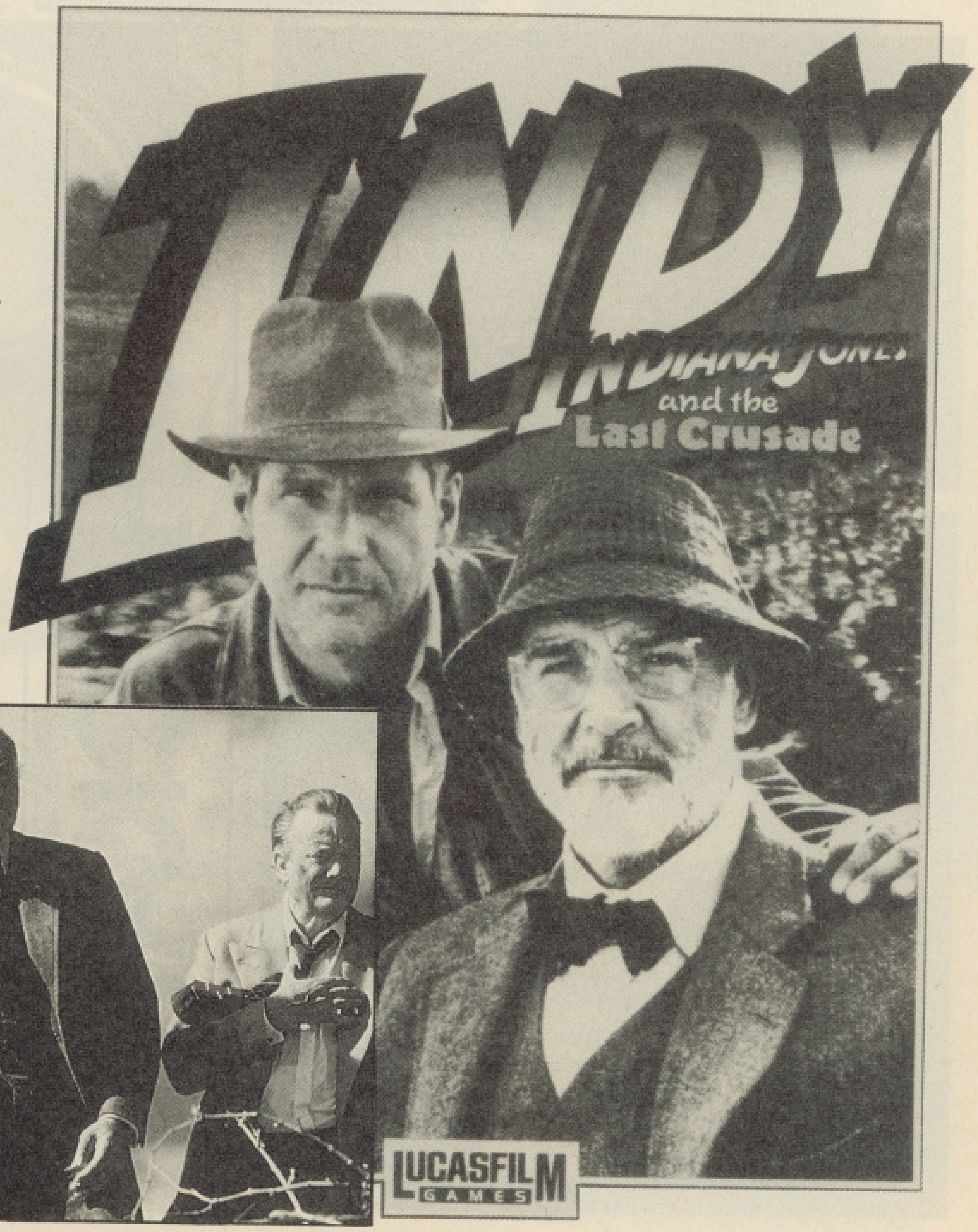
A rather nifty reset poke for this tricky game. Load it up, reset the computer, enter the poke you want and Bob's your uncle(?)
POKE 32552, 173 - Unlimited lives.
POKE 37255, 173 - Unlimited whips.
POKE 35756, 123 - Unlimited torches.
SYS 32092 to start the game.

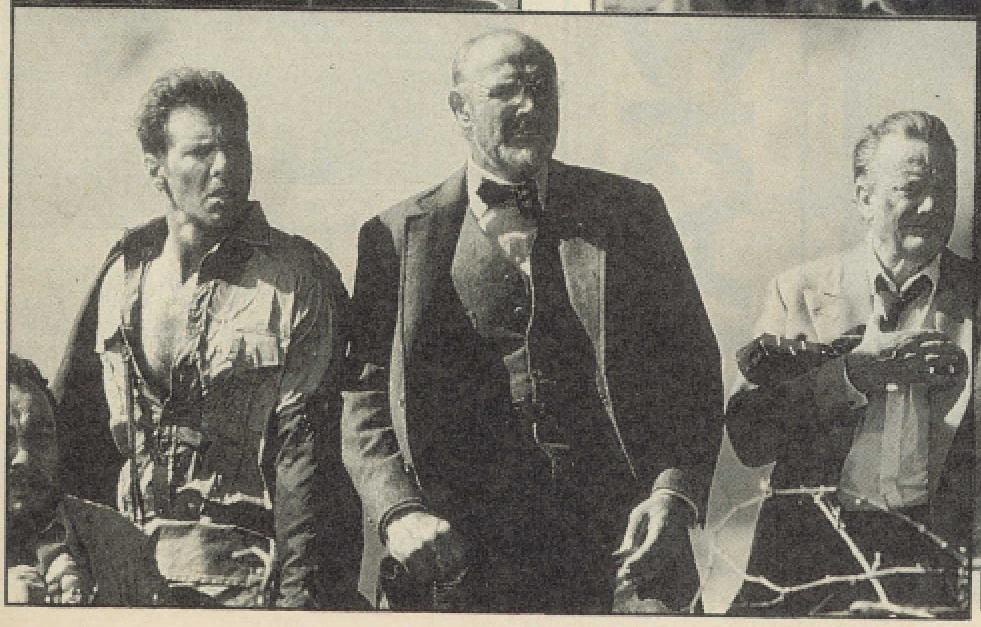
And for those poor people not lucky enough to have a reset switch. A CHEAT MODE! I'm too good to you lot.

Hold down the keys F I S H to activate the cheat mode, use keys 1-5 to warp to different zones on the current level, 6 to advance a level.





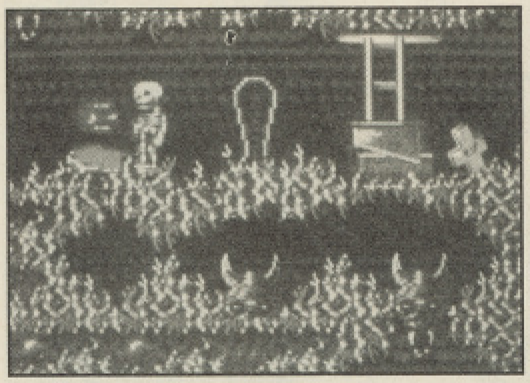




HACKATAK

Phobia

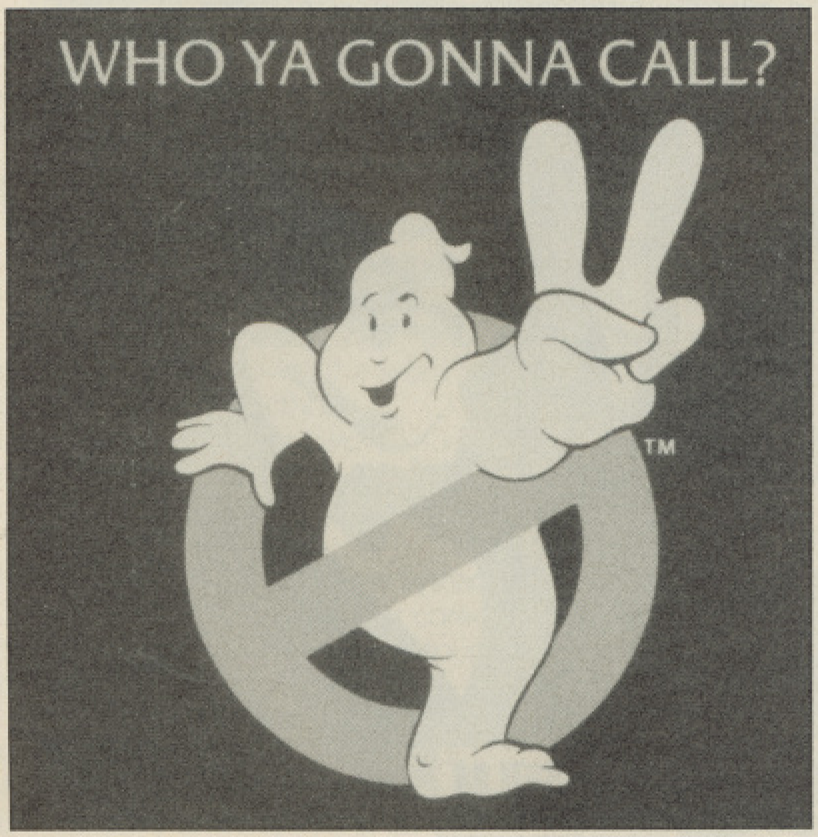
Here's a quick tip for this very hard shoot-em-up. At the end of the game ignore the 'Rewind Tape' message and leave it running to load the next level.



The Real Ghostbusters

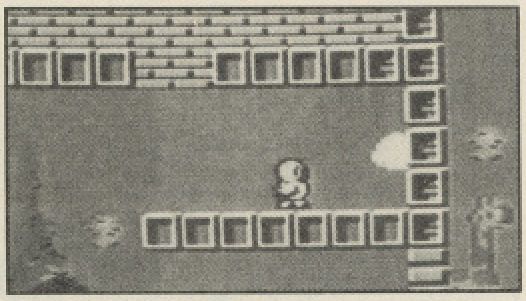
Rather familiar cheat this, when you die do not rewind the tape let it run to load the next level with maximum lives and laser power.

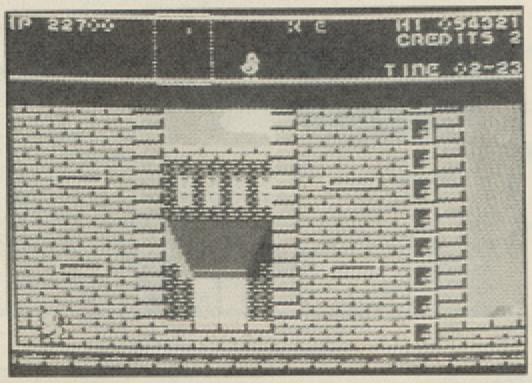




New Zealand Story

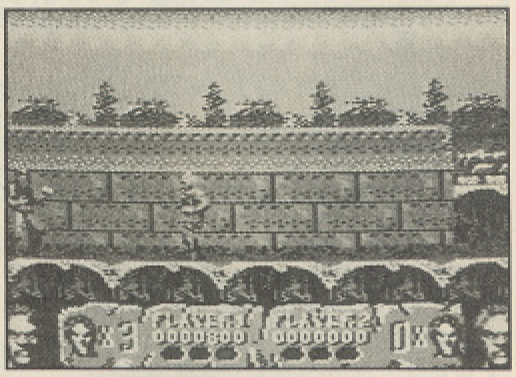
Nick Farrow tells me that holding CTRL and LEFT-ARROW will allow you to advance a level, sadly you still have to fight the end of level monster.





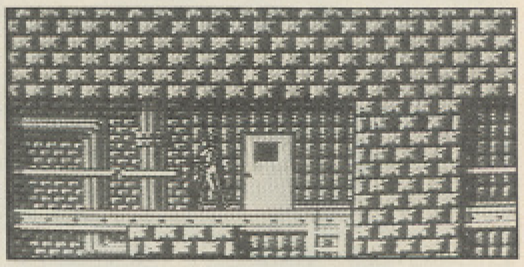
Altered Beast

The C64 version of this game has no continue game option so to make things easier select a one player game and play untill you are just about to lose your last life. Now quickly whip the joystick into the other port and press fire, if you have two joysticks then use them, as if you need telling! Using this method gives you twice the amount of lives. Cor blimy guvnor!

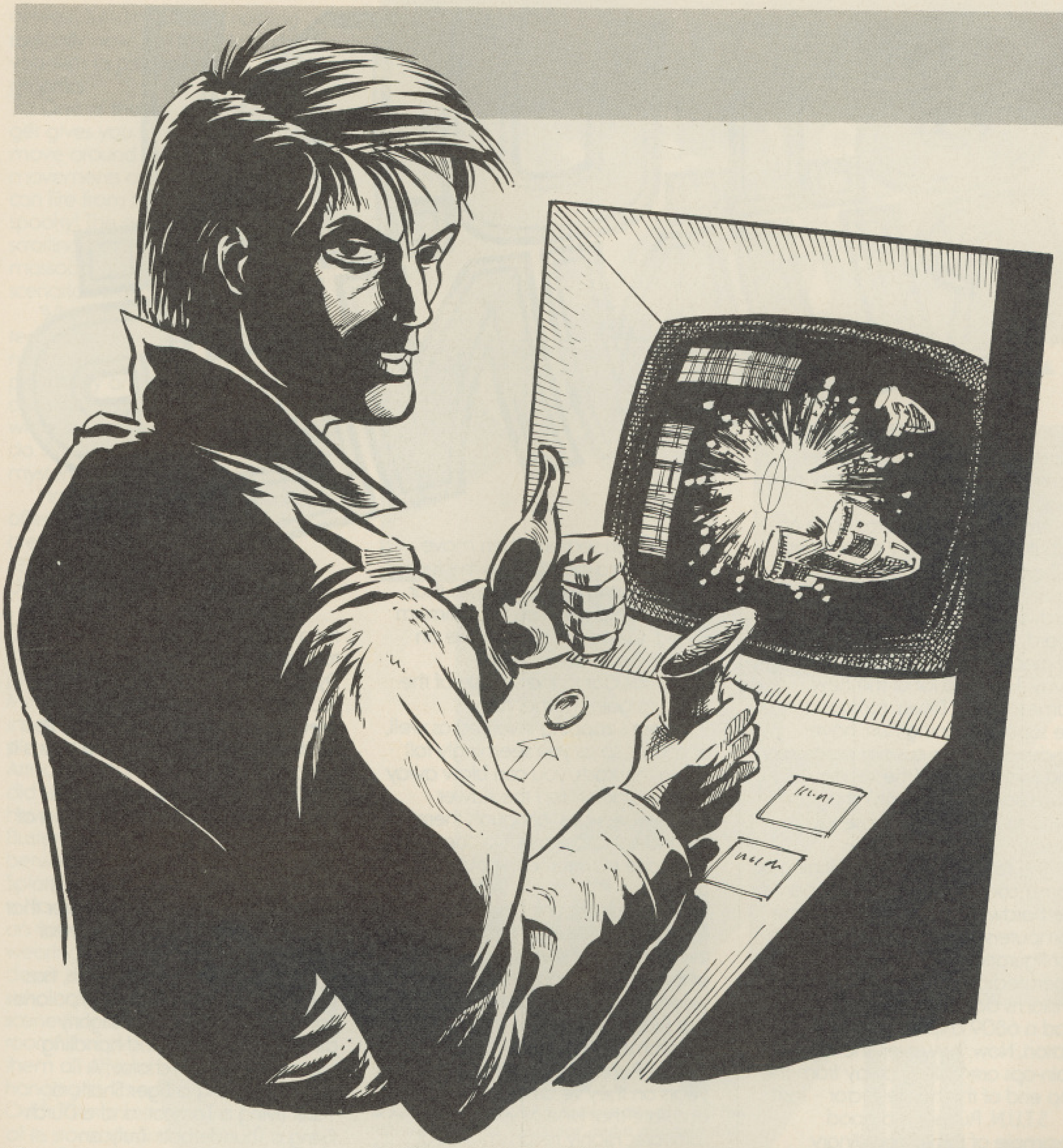


Batman The Movie

Finish level one and load up stage two, get killed, ignore the rewind tape and leave the tape playing for mega lives in the last sections of the game. Wow!



Well, The curtain falls yet again on another Hackatack, I hope you will join me next month for another tip filled page. If you think you can offer some advice, maps or pokes on the latest games then send them to me, and you could win some of the latest software! Ta ra.
Kirk Rutter



NEON ZONE

Sick. Well, that's what some people call me. Just because my idea of a dream holiday is two weeks down Southend sea-front on a continuous diet of vid and chips. Just because I'd rather spend an evening playing pinball than go four rounds with Samantha Fox. Just because I'd sacrifice my left kidney to be able to persuade all coin-operated equipment to work for me without dropping in the currency. Sick? Naaaaaa. Deranged, bizarre, unbalanced, disturbed, loopy and mildy out to lunch - well, maybe - but all the better for you - as it is my life's work to play every vids, pinball and electronic entertainment in existence in order to sort out the wheat from the chaff and save you a whole lot of heartache and lost pennies - down here in the Neon Zone.

With the 1990's looming before us, arcades are getting more and more fun than ever before - compared to home computer games. The reason for this is simple. Once you've bought your own home computer (and shelled out a fair amount of money for it to boot) you are stuck with it for a number of years. And it's the same for the hardware manufacturers. Once they've gone to the effort to design, manufacture and market a machine, they aren't going to rush

S.T.U.N. RUNNER

out and replace it with another super fabby machine the very next year.

Arcade manufactures have no such limitations. Every time a new PCB game is designed, if they desire, they can completely alter the hardware configuration of the board, taking into account new advances in chip technology straight away. Hence a lot of the new games - Hard Drivin' for instance, or the superb Winning Run, have loadsa memory, custom processors and two 68000's (the central processor in the Amiga) chugging away to produce all those fab effects.

The fact was, in the beginning of home computing and video games, the hardware in the current home computers was comparable to the configurations of the latest coin-operated games. Defender, that Williams classic, fitted into 32K and had a 6809 chip controlling the action. Now, however, the top-end coin-ops are pulling away from the top end of the home sector - fast!

S.T.U.N. Runner is a good example of this extraordinary computing power being used to good effect - the latest from Atari Games. This is very much a follow up to Hard Drivin', in that it uses filled polygon techniques, like Realtime Software's Carrier Command, but boy does it go fast.

Originally invisaged as a direct follow up to Road Blasters, this has you controlling a speeder along different race tracks, up against a strict time limit and opposition that has an annoying tendency to get in the way.

Controlled quite intuitively by a 'yoke' kind of joystick, it is an exhilarating experience as you rush along open sections, then move right up onto the sides on the tunnel sections, using the techniques that speed sled drivers use for optimum speed, taking the outside line on corners (so you're almost perpendiuclar to the surface of the track) to gain momentum.

There's zapping involved as well, of course, so as you seemingly fall down the track, you can blow away (and get points for) the slower 'blocker' vehicles, although there are indestructible black drones that you have no alternative but to avoid.

This sit-down unit (it's like being astride a motorbike) and the feel of the game itself is very similar to one of the first - and arguably the best - video disc games which was called Star Rider. It's a tribute to the programmers involved on the S.T.U.N. Runner project that five or six years on they've been able to emulate that kind of exhilaration in software. Highly recommended!

Next a cautionary tale, however, that points to the fact that throwing large amounts of technology at a game doesn't always make it a good one. Now Capcom, about a year or so ago, brought its new CPS system onto the streets, with a game called Forgotten Worlds. This CPS system was a generic motherboard that Capcom had spent a whole lot of time and money developing - the heart of which is a couple of custom chips that out perform just about anything else on the market.

Forgotten Worlds was a great game and most of the games released using that system since then, Gouls n' Ghosts (the follow-up to Ghosts n' Goblins), Willow, Dynasty Wars and the most successful Strider, have all been pretty good. Now we get the latest of the lot, UN Squadron. And boy is it bad.

Due to the power of the CPS System, you have huge numbers of very colourful, massive sprites, rushing around at breackneck speed. The thing is, it's a tedious beyond words horizontal scroller that is about as exciting as a five year coma.

The plot, for what it's worth, has you initially choosing a pilot/polane combination, each with slightly different firepower and handling characteristics. The choice, A Japanese flying a Tiger Shark, a Yank flying a Tomcat, and a Dutch flying a Thunderbolt. Truly an international selection; blagh! International terrorists (armed to the teeth too) are involved somewhere, but even though it looks pretty, you soon find yourself dropping off as you aimlessly blast away. Come on Capcom! You have the technology - now try and use a bit of imagination!!!

Now here are some boys that know how to put together a horizontal scroller. I like Irem. Standing for Innovations in Recreational Electronic Media, this company has been quietly getting on with it for some time, producing nice games like Dragon Breed. Their

newest, X-Multiply, does nothing radically new, but the thing grips you with its playability and intriguing graphics.

One of the first power-ups you get gives you these tentacles that move around in response to your movements of the ship - and you can fire from then. The effect is spooky! The game itself - horizontal scrolling, collect power-ups and massacre alines, based on a scenario inside someone's body!

Why is it such fun when the technically superior UN Squadron is not? It must come down to playability and play-testing. All you can say is that one is a great blast, while the other is a heap of doggy-do. And who said there was no mystery in the world of electronics?

Finally, to finish off this month's offering, it looks like shooting games are about to undergo another revival - after a very short respite during the summer of this year.

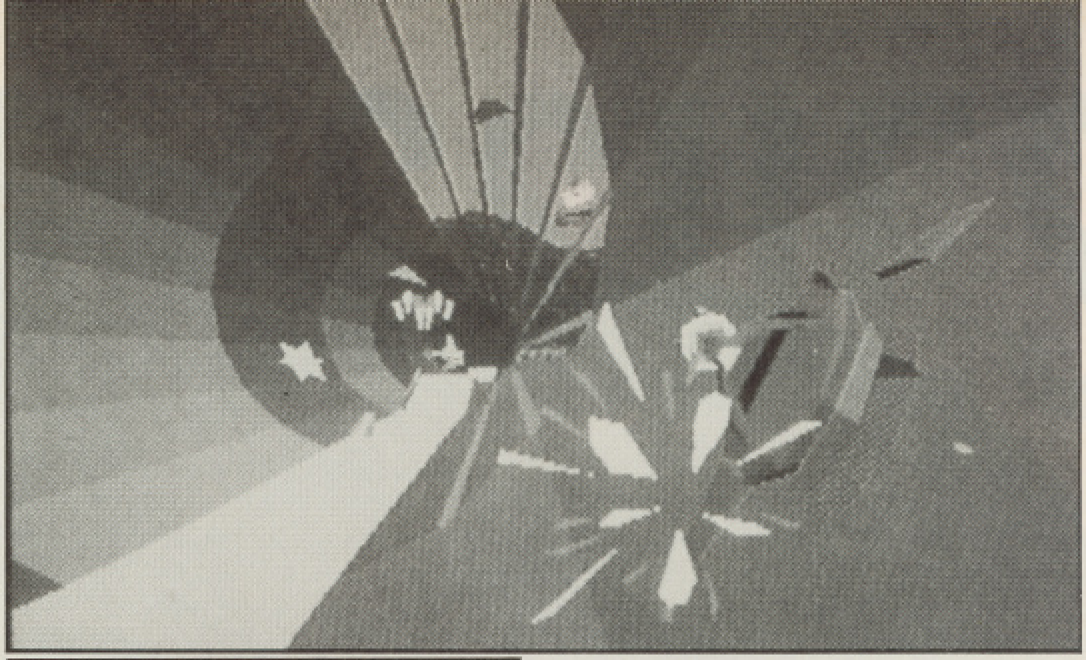
The phenomena that was Operation Wolf from Taito was followed up unsuccessfully by its two player Operation Thunderbolt. Meanwhile, SNK came up on the inside with a very playable two player shooty called Mechanised Attack which was well received and did very well for itself. Now SNK have gone one better with Beast Busters - a three player cross between Mechanised Attack and Splatterhouse. Splatterhouse? That's a Namco game that has you taking on the character of a maniac wearing a hockey mask who, meat clever in hand, takes on all sorts of sicko nasties. Particularly surreal is the scene that has you fighting off a roomful of pink, giant maggots. Kill them all off and you see a corpse hanging by its neck in the corner. Odd. Then a last maggot bursts out of its stomach and latches on to your neck. Tasteful or what?

Beast Busters has you, (plus up to two pals of course) blowing away assorted gouls and unsavoury types which dispel into piles of goo when hit. Then you get the end of level nasties, like a huge worm with razor sharp teeth. Not a game to play after a good lunch.

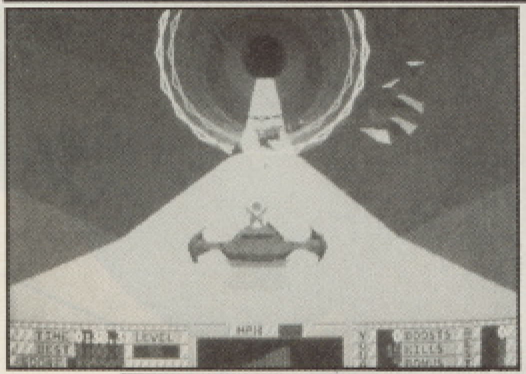
And now at last Sega has entered into the shooting gallery bloodbath with a two player game called Line of Fire. Still at prototype stage it features great graphics and sound, as you'd expect from Sega, with you supposedly progressing around a fixed track on the back of a jeep, blasting at anything that moves. I must admit, I don't like these sort of games - but for those of you that fancy joining the gun club, this one is going to make you very happy indeed.

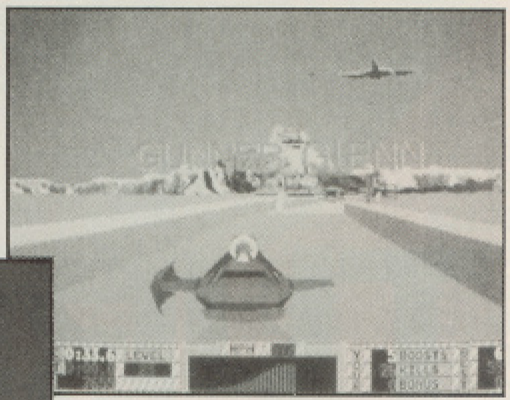
That's it for now - next month detail of the long awaited follow-up to Chase HQ, Special Criminal Investigations. 'till then, give the aliens hell - and if you're playing pinball, don't press both flippers at once, will you?

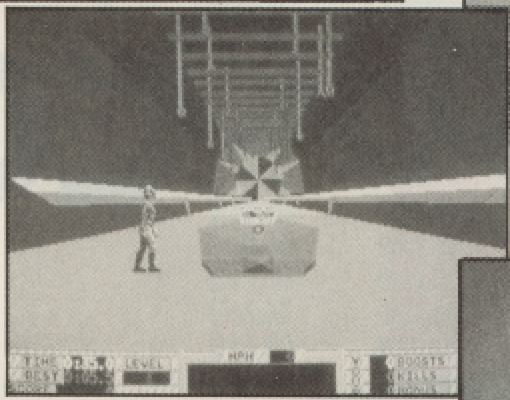
John Cook

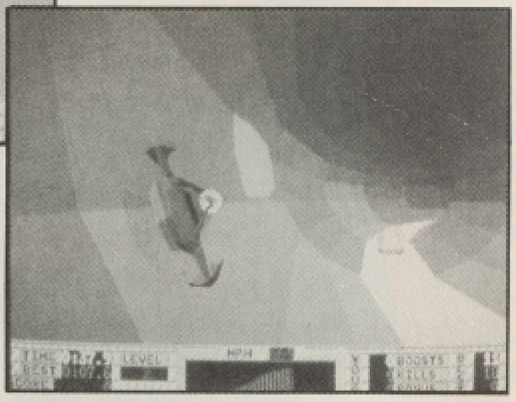


This country's going down the tubes. ▲



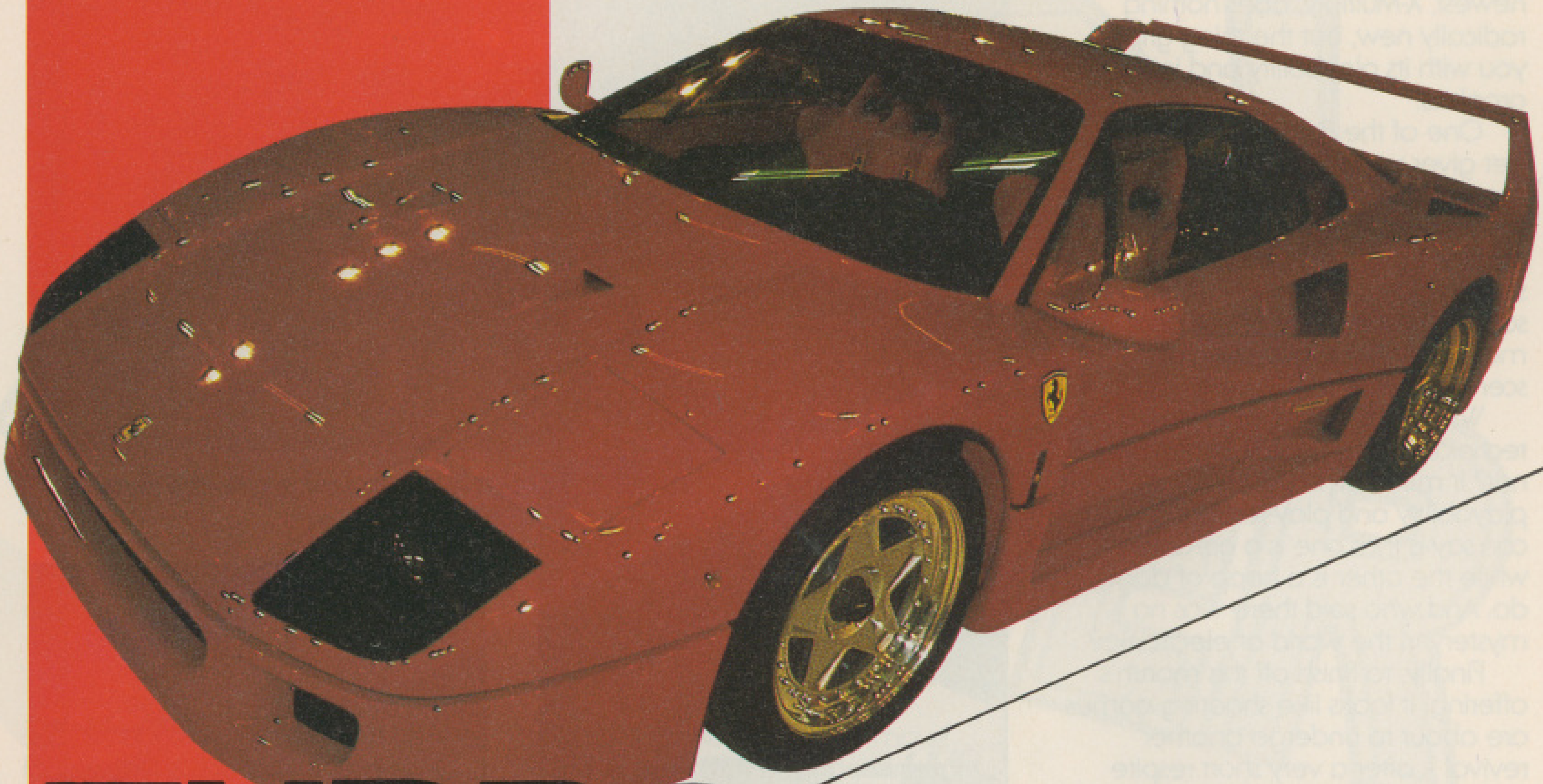








▲S.T.U.N. Runner, not a serious disease, not the 'Channel Tunnel Simulator', but a whoopie doo, fandabulous arcade machine!



TURBO compo



I can almost feel your joysticks throbbing with excitement as you prepare for this month's mega competition. U.S. Gold, the company behind the smash arcade conversion Turbo Out Run, is letting you in on the action with your very own Out Run mini arcade machine worth £45. Five lucky winners will soon be tearing up the track in the comfort of their living rooms.

For those not lucky enough to win the machines, fifteen copies of the game are on offer along with ten posters and fifty badges.

To get your mitts on one of these fabulous prizes you must draw the driver of the future, complete with gadgets and everything else needed to deal with persistent road hogs. As an added bonus the first five winners will see their creation in print (and in full colour).

The address to send your artistic efforts is:-

Turbo Compo
YC
Argus House
Boundary Way
Hemel Hempstead
HP2 7ST

The closing date is 31st January 1990.
Normal compo rules apply.

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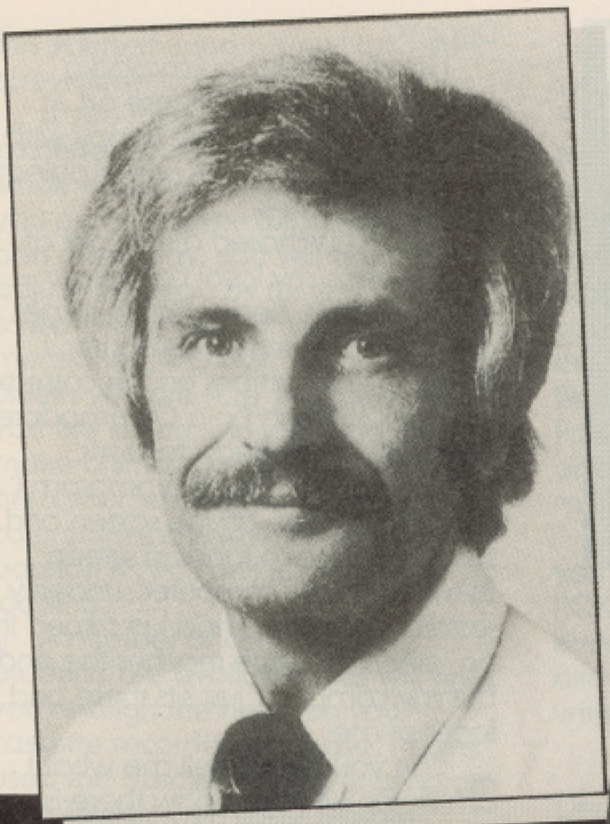


◀ **MANCHESTER UNITED FC – Once considered a football club with skillful players. Now considered a money bank with skillful accoutants.**



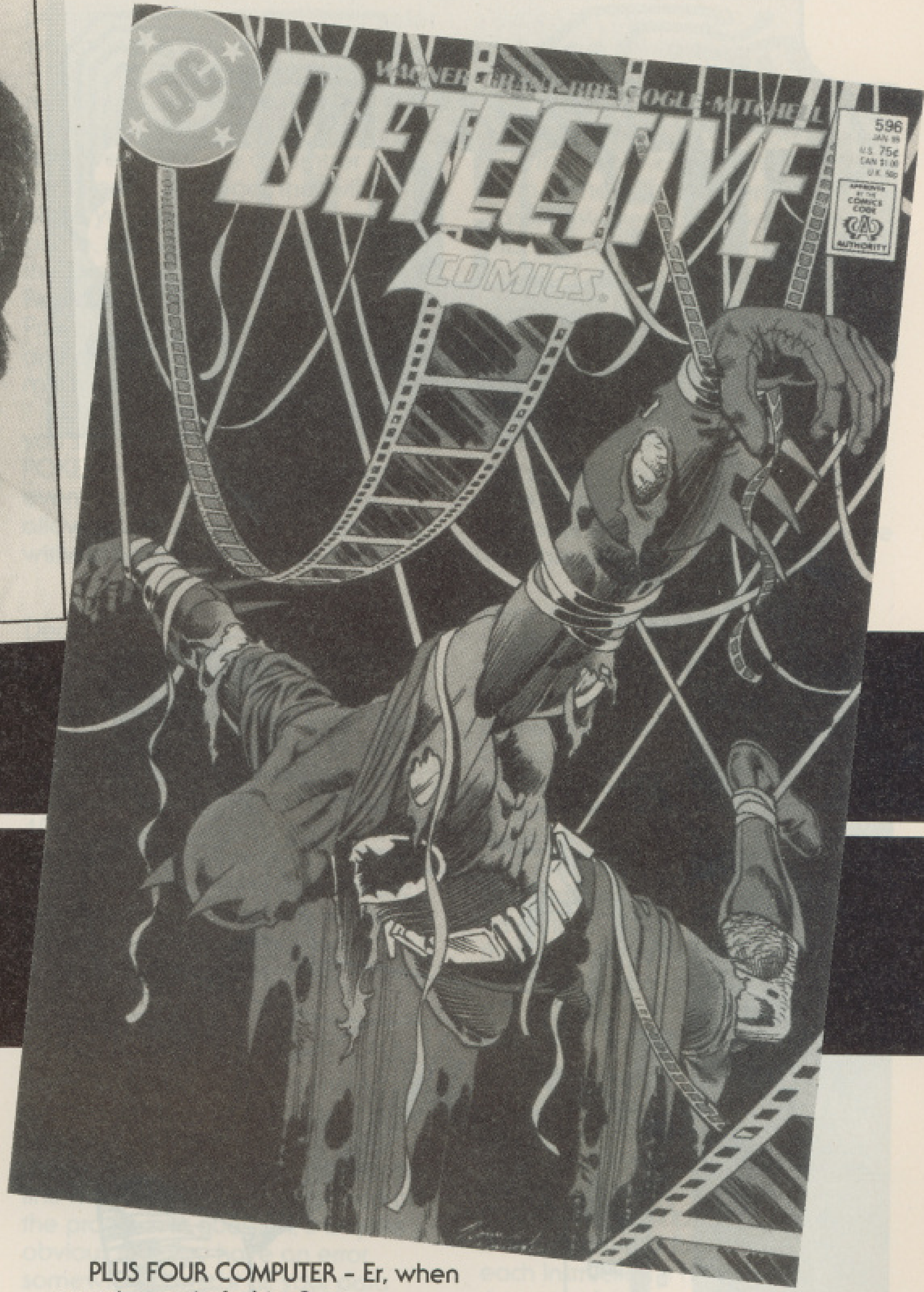
▲ **YUPPIES** – Young and upwardly mobile. Since the stock market crash, old and incredibly broke.





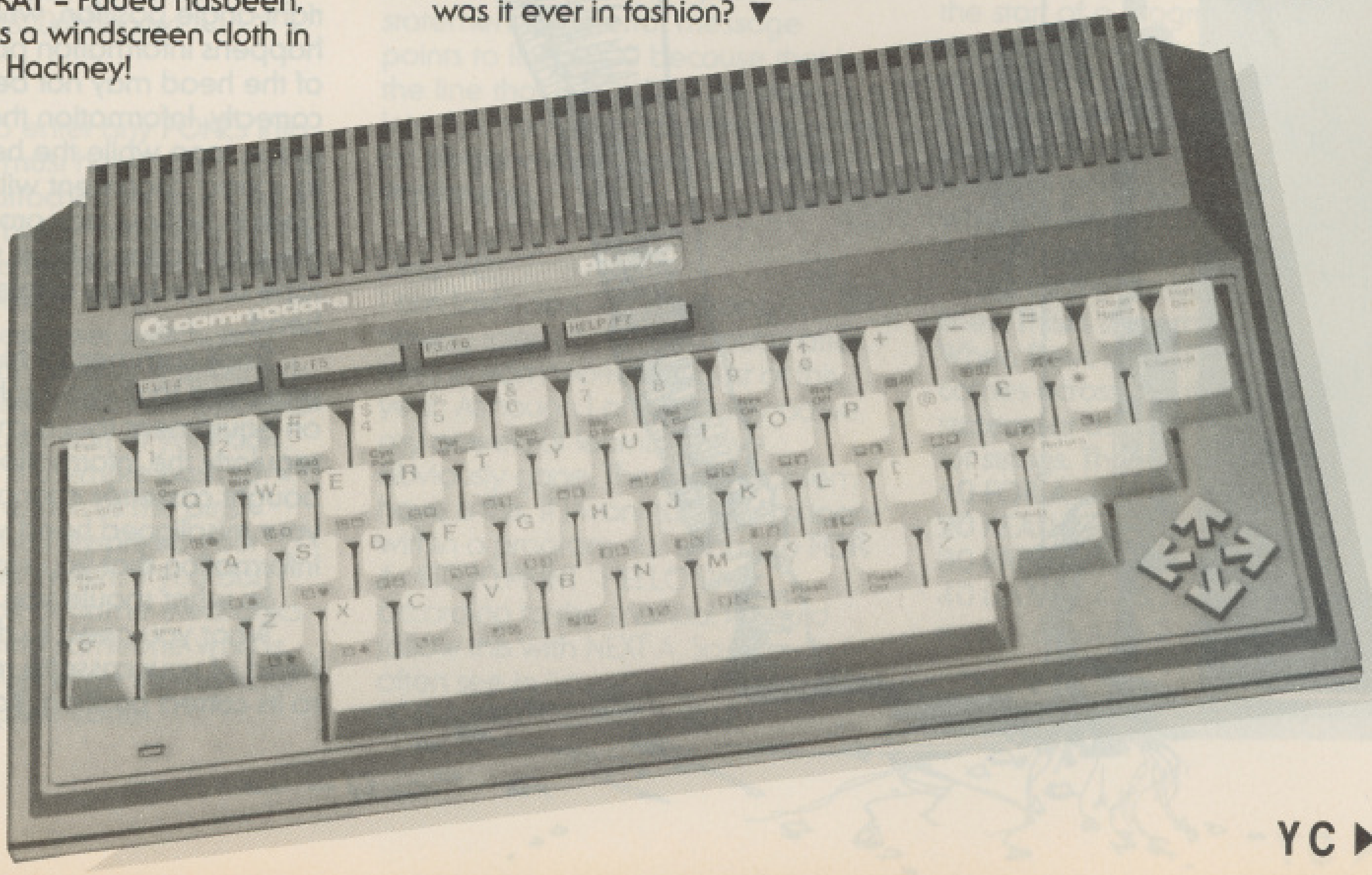
▲BOUFFANT HAIRSTYLES – About as effective as sticking a shredded wheat to your head.

BATMAN MERCHANDISE – Now the world has gone batty we can't walk down the street without seeing the Bat symbol. ▶

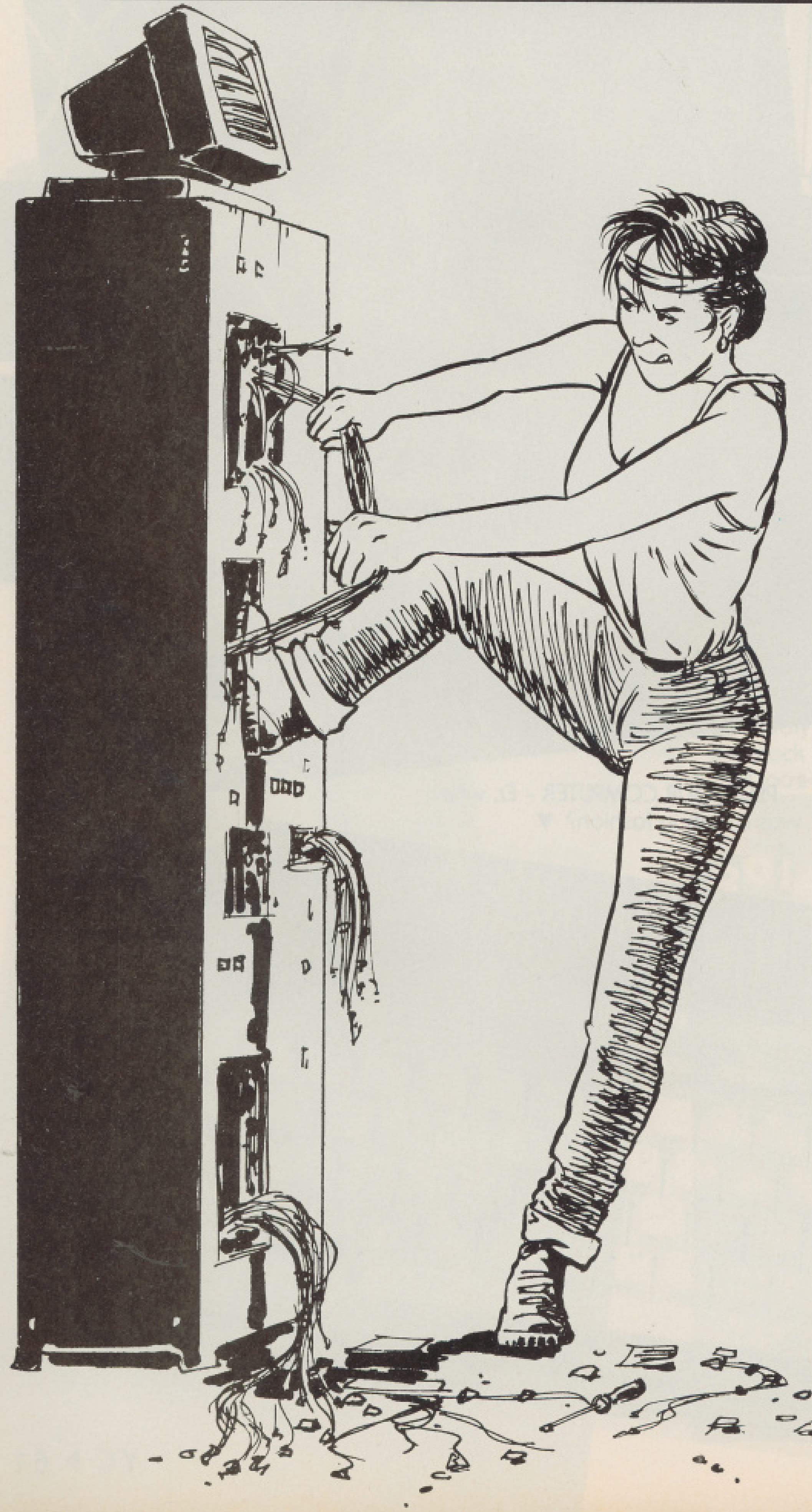


◀ ROLAND RAT – Faded hasbeen, now used as a windscreen cloth in a garage in Hackney!

PLUS FOUR COMPUTER – Er, when was it ever in fashion? ▼



TECH TIPS



Dear YC,

I have recently purchased a second hand Commodore 64 computer and am very happy with it. However, I do have one problem - loading games.

I have purchased a number of games from my local computer shop but have been unable to get any of them into my computer. I follow the instructions on the cassette inlays for loading on a Commodore 64 but it never seems to work. Everytime I try to load a program I get flashing lines on the screen and sometimes get a loading screen. Sometimes my computer suddenly restarts as though I had just turned it on, others the tape reaches the end but my computer just sits there and looks at me.

Can you please tell me what I am doing wrong. I know there is nothing wrong with my cassette recorder as I have typed in a program from the instruction manual, saved it onto my own tape and then loaded it without any problems:

James Sutton, Birmingham

Dear James,

It sounds to me as if it is your cassette recorder that's up to the creak even though you seem to think that it's O.K!

You no doubt already know that a cassette recorder uses a small head to read and write information on your cassette tape, exactly the same as your personal stereo or Hi-Fi. This head should be at a right-angle to the tape that is passing in front of it in order to read the information stored. It is possible for this head to move away from its right-angle position, when this happens information passing in front of the head may not be read correctly. Information that you save to the tape while the head is out of its correct alignment will be read back in without any problems since the information will be saved to the tape at the same angle as the head.

Since commercial tapes are produced to a very high standard on equipment that is checked regularly the information on your bought cassettes cannot be read by your misaligned head while information that you save can.

So what should you do about it?

What you need to do is get the head of your cassette recorder back to its correct position. You can do

this yourself using a small jewellers screwdriver and a bit of patience.

If you take a look at your cassette recorder you should find a small whole in the front panel. If you put a cassette into your recorder and press play, you will be able to adjust the head by turning the small screw visible through the hole mentioned. DO NOT turn this screw unless you are sure you know what you are doing. I suggest that you make a small pointer and stick it onto your screwdriver so that you can return the screw to its correct position if you can't improve the loading.

A number of commercial products are available that will help you re-align the head on your cassette recorder with ease. I have used the Datassette Doctor program from Trilogic with considerable success.

Dear YC,

I just love playing computer games, but, and it's a BIG but, I'm totally useless at them. A number of magazines, and I believe that you are about to start, print cheats for games so that you can get extra lives, more fire power, etc. Many of these cheats require that you POKE certain numbers into the computer so that the cheats start to work. Unfortunately I have never been able to get any cheats to work as I am not clear how to go about it. I have tried entering these pokes before I load the game but they never seem to work.

What am I doing wrong?

Paul Simminds, Bridlington

Dear Paul,

In order to enter any POKEs into a game you must have some sort of reset switch attached to your C64 so that you can break into them AFTER the game has loaded, not before as you have tried.

The simplest reset switch, and one well worth having, is attached to the RESET line (pin) and GROUND (pin) on the user port of your C64. All you need is a simple push to make switch attach to the pins mentioned and hey-presto your very own reset switch. If you don't feel up to a bit of home electronics then try and find someone who is. Should you ever enter the mystical world of machine code programming then you'll find a reset switch invaluable.

Unfortunately because of piracy most computer games are protected against a reset switch. However, there are a number of commercial cartridges that will allow you to reset just about any game. My personal preferences are the Expert Cartridge and the Action Replay cartridge, although the Power cartridge offers a reset facility and a host of other features at a much lower price.

Once you've reset your game you should be able to enter your POKEs with ease. Some cartridges even have built in monitors that allow you to enter your cheats without having to return to BASIC.

Dear YC,

I have been typing in a rather long program from one of your earlier magazines (Lady Bug - June 1985) and every time I try to run it I get an error message appear. The message says 'Syntax error in line 1000'. I have checked this line over hundreds of times and I can swear to you that there is no error. Please tell me where I am going wrong before I go completely mad.

F. Carter, Biggleswade, Herts

Dear Mr. Carter,

This problem is as old as time itself. What you must understand is that when an error message appears, it does not necessarily mean that the error is actually in the line mentioned. Having checked on the program in question, it is quite obvious that you have an error somewhere amidst all your data statements. The error message points to line 1000 because that is the line that is POKEing the data into memory, and it is trying to poke an illegal value. Check your data statements.

Dear YC,

I am fairly new to computing, having taken it up as a hobby after retiring from work in August of this year. Although I am still fairly active, my powers of learning have obviously gone. The main problem I have is this. If I want to make a loop within a program, for example FOR A=1TO20:PRINT "HELLO TIM" according to the manual I should follow this with NEXT A. So why do I often see in listings the following FOR A=1to20:PRINT "HELLO TIM":NEXT (with no 'A')?

T. Connely, Winchester, Hants

Dear Mr Connely,

This is one of those problems that isn't really a problem. In effect both of the above statements are right. However, some would say that you should put a variable after the NEXT statement. By doing so you make your program more readable, especially if you have a lot of nested loops. The drawback of course is speed. If you leave the variable out after the NEXT, the computer assumes that it is still in the same loop, therefore it saves time. Basically it is a matter of personal choice. (I always leave the variable off!)

Dear YC,

Quite often I type in programs from books and magazines that contain masses of data statements. Sometimes the data statements are at the front of the program. Sometimes they are after all the other instructions. Quite a lot of time there are a lot of ',' within the data line. A friend said that by putting the data statements at the front you can have time. Why is this? Also, what do the comma's stand for?

G. Holiday, Bedford, Beds

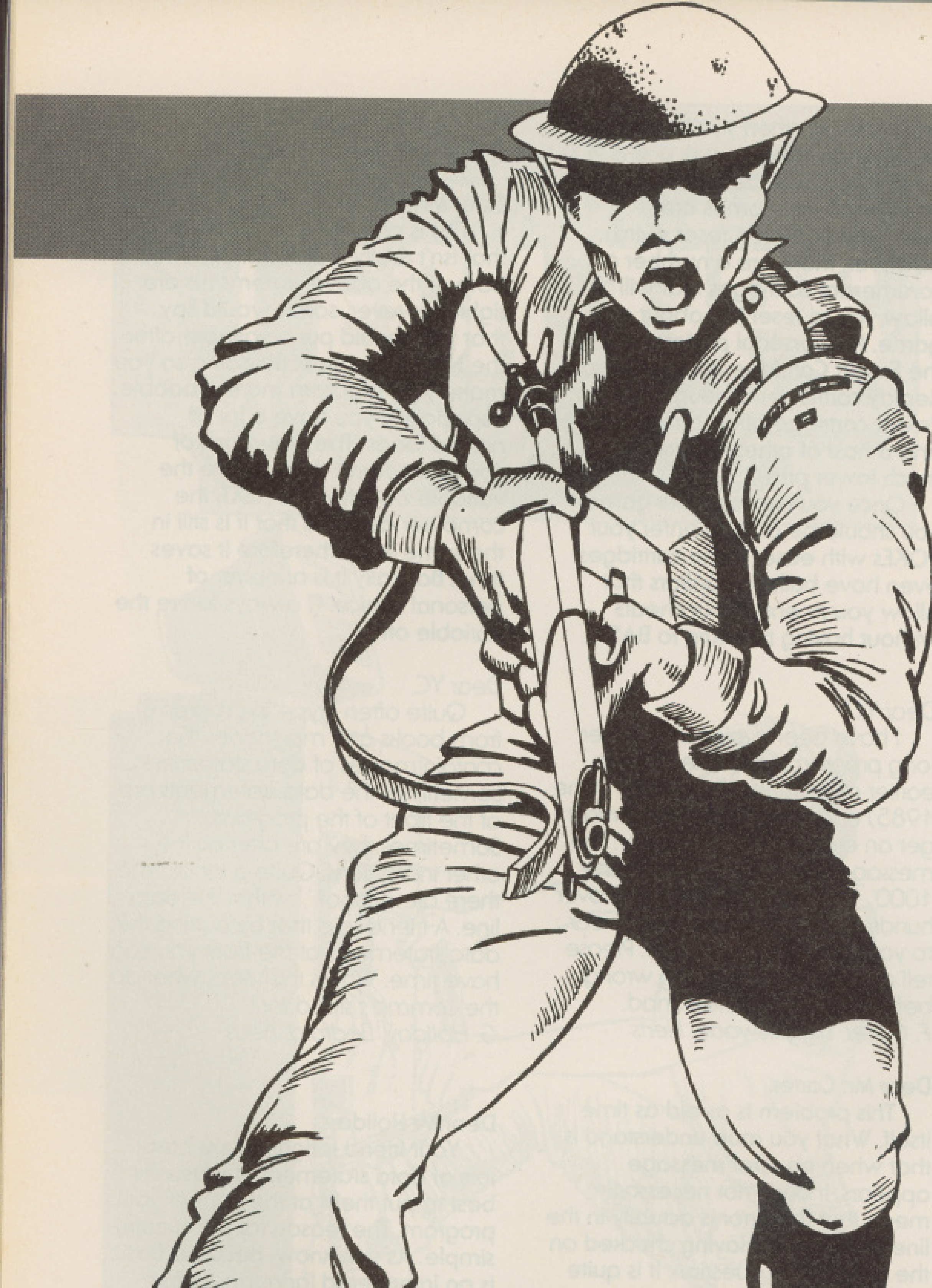
Dear Mr Holiday,

Your friend is right. If you have lots of data statements it is usually best to put them at the front of your program. The reason for this is quite simple. As you know, because Basic is an interpreted language, after each instruction it has to go back to the start of a program and virtually read everything back until it comes to it's place again. By putting the data statements at the front of the program it means it does not have to travel too far before reaching where it left off. (I hope this is clear enough for you to understand).

As for the commas in the data lines. This is a memory saving trick. When Basic is READing data and it comes across a ',' the READ statement assumes a zero, or null for strings. Therefore the statement:

```
10 FOR A=1to10
20 READ X
30 PRINT X;:NEXT
40 DATA 2,4,,,5,7,,,,,3,4,1
```

would produce 2 4 0 5 7 0 0 3 4 1.



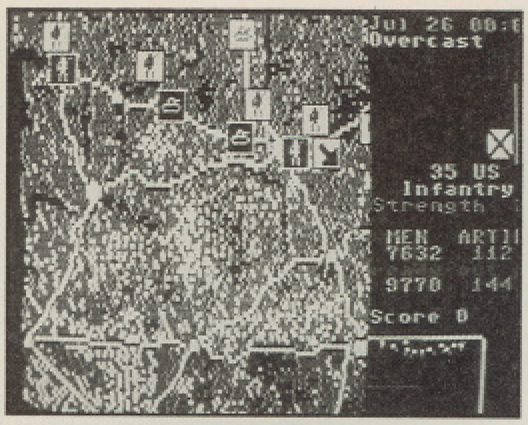
FORWARD MARCH

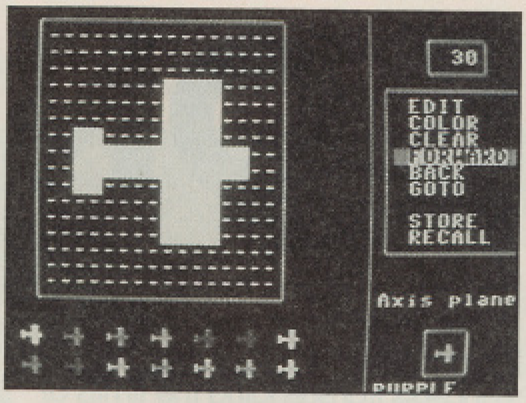
Bob Malin, the man at US Gold responsible for pushing strategy product, once said. "The strategy games market has never been so buoyant," and he ought to know. Hence, in this column I will attempt to keep you up to date with what is happening in the strategy and simulation markets.

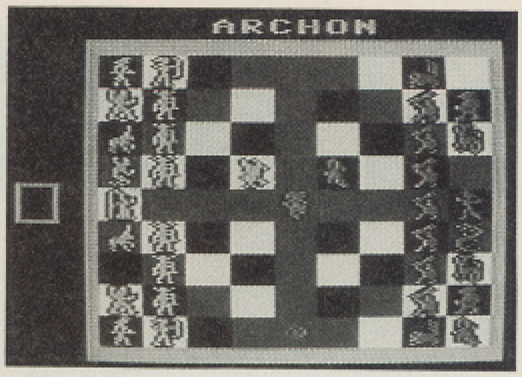
Strategy is a genre whose borders are becoming more and more blurred. Whilst we are all happy enough with traditional war games, many arcade games are getting a healthy dollop of strategy to enliven things.

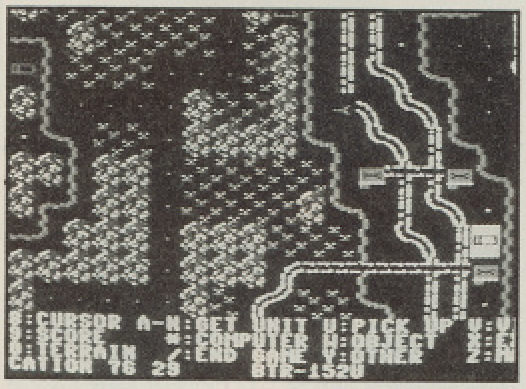
One thing you notice about the strategy specialists is that all the company titles have three initials. We have SSI, SSG, CCS and PSS. SSI has been releasing wargames firmly based on the board wargame tradition for many years. It is by far and away the most successful company in the market and has several products which are due for release in the near future. "Storm Across Europe" is a grand strategic level recreation of WWII with quarterly turns. This appears to borrow several ideas from one of my favourite board games "Hitler's War", one of those near perfect designs which, whilst not achieving the epic realism of such games as "Third Reich" and "Drang Nach Osten", managed to transmit a wonderful sense of atmosphere, *and* you could get through the game in an evening.

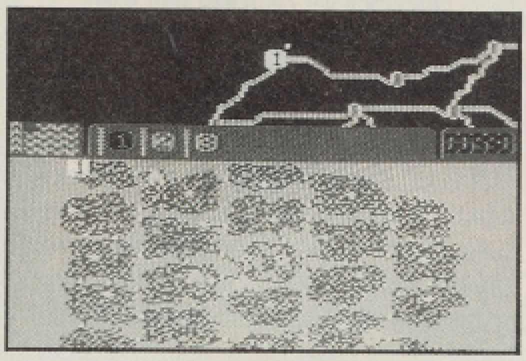
SSI's "Overrun" promises to bring the highly detailed and very popular "Panzer Strike" tactical system right up to date. Battalion level forces are commanded in Europe and the Middle East in "near future" conflicts (let's hope not the *very* near future). The "Panzer Strike" is one of the best tactical systems around going down to the level of individual vehicles and squads. It owes a lot to the best table top wargame systems and uses the computer to take the hard work out of calculating the effects of such diverse factors as morale, command control, silhouette and target facing. The computer also comes into its own when restricting the "eyeballs in the sky" syndrome where the table top general can survey the whole board. In this system, the computer handles all the hidden movement and visibility calculations, so that only units you could really "see" appear

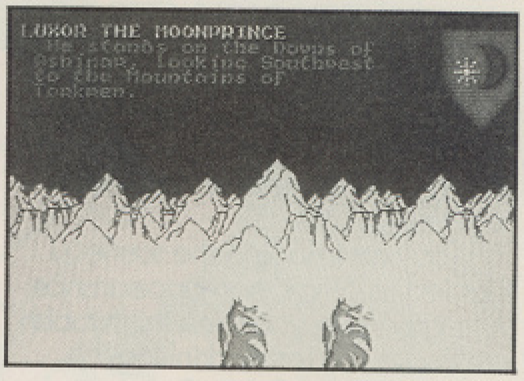












on the screen.

SSI also has another board gaming mainstay up its sleeve, a Napoleonic battles system. "Battles of Napoleon" gives you a whole bunch of famous battles to refight, or you can design your own. The company also has something called 'Demon's Winter" under development which seems to involve a lot of barbarians, thieves and wizards, so I don't suppose you'll want me to go into all that. SSI is also continuing to release Advanced Dungeons and Dragons products. I know this game system has a great many fanatical followers but I'm not one of them.

SSG are the pretenders to the strategy crown. Roger Keating and Ian Trout started this company out of a passionate interest in wargames and simply thought they could do better than SSI - all from the unlikely setting of Australia. In my opinion they have succeeded. My personal favourite is "Reach for the Stars" - one of the few games in my collection that I will play again and again. It is based on the board game "Stellar Conquest" from GDW (more initials). Four players (human or computer) contest a stellar cluster in a game of strategy, subtlety and ruthlessness. Players start colonies, produce ships, planetary defences and invasion forces. They are constantly faced with make or break decisions about investment, construction and tactics.

SSG prides itself in producing tough computer opponents with its innovative artificial intelligence system. The company also likes to emphasise the important of chain of command in all its games. It dislikes Generals twenty miles away positioning the battalions.

SSG products are available through Electronic Arts in the UK. It supports its games with a regular magazine called "Run 5" which often contains extra scenarios to support the "Warpaint" scenario design system, which most SSG games contain. Speaking of EA, although not big players in the strategy field any more, they did produce two of my favourite strategy games: "Mule" and "Archon". These are both abstract strategy gems from years ago. Try asking very nicely and I'm sure the company will flog you a copy from their back catalogue.

Finally, MicroProse has dabbled in the strategy market from time to time although its mainstay remains the simulation field. With the purchase of Telecomsoft, it acquired Rainbird which was building a reputation for producing arcade/strategy games such as "Tracker". it will be releasing two such games under the Rainbird label. "Epoch" is an intriguing title which involves Machiavellian goings on in a mediaeval court. All the kingly arts of economics, conquest and diplomacy are included with a spot of Errol Flynn stuff thrown in for good measure.

Carrier Command is still "coming soon". The game is substantially different to cater for the machine's well known dislike for handling vector graphics and 3D filled polygons. Lets hope some of the strategy bugs present in the other versions have been ironed out this time.

Mike Singleton is a name which needs no introduction for strategy fans. Although the final part of the "Lords of Midnight" "trilogy" never turned up, his next release should make up for it. "Starlord" is the long awaited home computer version of the very popular play by mail game (which was - or perhaps still is - available on Micronet). The number of players has had to be cut down a bit to a mere ten rather than the dozens involved in a PBM game. These can be human or computer opponents.

The idea is to conquer planets, build up forces and eventually take on the Imperial Forces at the galaxy's centre. Once there, it is a simple matter of stopping all the other players who are trying to do exactly the same to you. Diplomacy, alliances and double dealing are the big things about "Starlord". I suspect that people will get the hang of the game mechanics playing the computer and the Royal Mail will then make a small fortune with data disks whizzing around the country as people play by mail on the cheap (compared to shelling out £1.50 a turn as it used to cost on a mainframe). MicroProse are promising an arcade shoot em up element, but I do hope this can be disabled or it might prevent it being played by mail.

Lee Padden

FLAME ON

Firstly, I must apologise for the non-appearance of Milligan/McCarthy's 'Skin' in Crisis. After all, how was I to know that some beer swilling Sun reading printer was going to declare it obscene? And that, after I had declared it a highlight of last year in my first column, Aaah, the perils of a three month deadline and sneak previews...

You can imagine the scene(s) that led to 'Skin's' non-appearance: "ere guv, 'ave you seen this rabbish ere", says our Tetley drinking protector of the Public Good.

Enter stage left, The Manager: "Yes George, you're right. It simply isn't the kind of thing we should be putting our name to".

One can only regret that the management at Fleetway, publishers of 'Britain's most radical mainstream comic', felt compelled to take the legal advice that said there was a possibility that Skin may have been found obscene in a court, and decide to follow their printers example. McCarthy were courted by every trendy mag in London in need of a correcting dose of radical comix.

Now, if up-to-the-minute reviews are out what must one do? Maybe now that I am a paid journalist those generous people at Titan Books would send me on a round-the-set voyage into the world of French comic artist Moebius?

A European Excursion

Moebius is to comics what your grandparents' Led Zeppelin records are to the history of Rock: ie. absolutely fundamental to an understanding of the medium. Moebius started big, as artist on THE Western strip. With *Blueberry* he has managed to hold the proud nation of France to ransom for twenty-five years. Started in 1963, Blueberry was only finally completed in 1988 at a cost to the French of millions of of Appel-Guery, and metamorphosised into one of the great architects of modern sci-fi. Sometimes, his pages soar, the alien concepts transcending the limits of pen and paper as they tell their universe spanning epics.

They are populated by other-world characters that seem to be made up from every race, real and ficticious, that have ever inhabited our culture. It's a utopian vision for sure, but like Star Wars, or the great super-hero myths, you'll believe a man can fly. *The Incal*, serialised in three parts over here, tells the story of Everybum John Difool as he is led on a galaxy spanning rites of passage guest to the center of 'everything'. The dramatic cuts from planet to planet, ship to surface, as the protagonists are led onto their final confrontation with the ultiamate evil, are achieved with a skill that maintains belief and awe in equal measure.

In *Upon A Star*, Stel and Atan are forced to land on a flat, featurless planet with only Tel's museum of the universe's transport between them and certain death. The only old 'jalopy' that works is a 'Traction' Citroen dating from circa 1936. It is wheeled out from the spaceship's hold over two panels to glide smoothly to a halt on the desert surface of the unnamed planet. It's a brilliant juxtaposition, the old car and that alien desert environment, that somehow makes you want to laugh and sigh at the same time. Life, is made of such moments.

If you hurry you may just be in time to catch an exhibition of Moebius originals at, of all places, The Natural History Museum, where his work is displayed alongside some examples of natural crystal. Or maybe you Terminal Kids could borrow a copy of your brother's Winter Heavy Metal to have a look at the Moebius computer game.

Thanks to Liz Gay.

STUART GREEN

Moebius: The collected fantasies of Jean Giraus 1-6 (Titan Books) £5.95
Lt blueberry 1 (Titan Books) £5.95
The Incal 1-3 (Titan Books) £5.95
The Rock Festival. Natural History Museum until March.

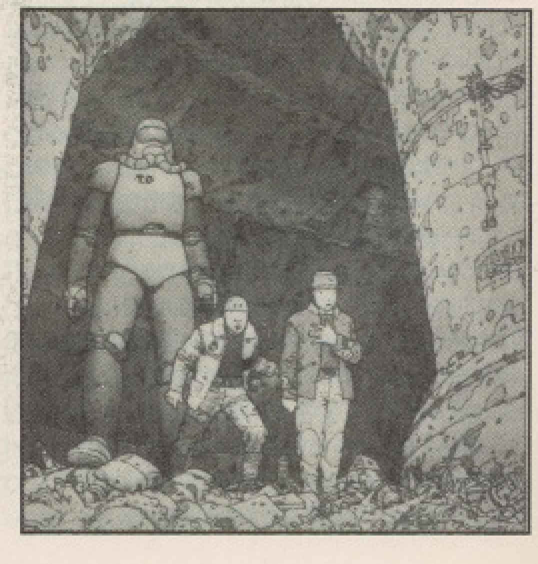


▲ "It was dirty case. A case that didn't suit him..."



▲ You wouldn't think it was Ronnie Corbett under there!

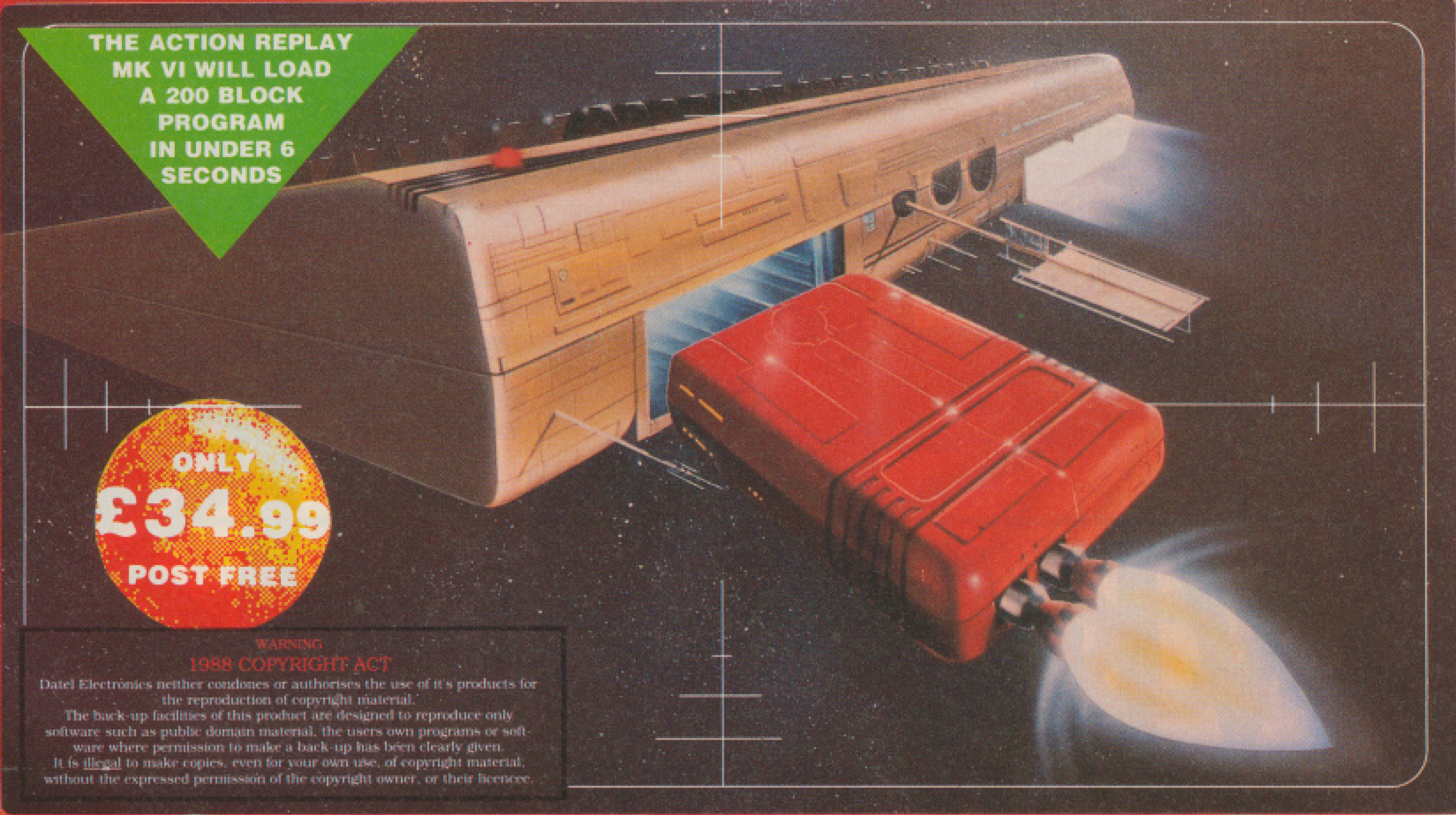




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SCREEN EDITOR — Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!

EXTENDED TOOLKIT — Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

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THUNDER DRAGON



WIN YOUR OWN CAR!

Seeing that this issue is packed full of driving games, car features and stunt driving we thought that it would be great to give away a car - radio controlled of course.

YC has teamed up with one of its sister publications, Model Cars, and has a great prize to offer one lucky reader.

The sender of the first correct entry pulled out of the hat following the closing date will become the lucky owner of their own radio controlled car, worth over £100.

The car, a Tamiya Thunder Dragon, comes ready assembled and has its own radio control unit.,

The Competition

So what do you have to do to win this fabulous prize!

Below you will find the names of five different models of car.

Unfortunately we have missed out a number of letters from every name. All you have to do is fill in the missing letters.

When you think that you know what all five cars are, write the names on the back of a postcard, or sealed envelope, together with your name, address and telephone number and sent it in to:

YC - CAR COMPO
Argus House
Boundary Way,
Hemel Hempstead
Herts.
HP2 7ST.

The closing date is **January 31st 1990**, entries will not be accepted after this date.

Entries will not be accepted from employees of Argus Specialist Publications or Tamiya. This restriction also applies to employees families and agents of the companies.

The editors decision is final and no correspondence will be entered into.

QD
QUICK DRIVE
TAMIYA
© OBAYASHI-SHOGAKUKAN ITEM 46003

The Cars

Fill in the missing letters. All of the names are models of cars.

1) E - C - - T

2) - N G L - -

3) - S T - -

4) M - - R -

5) - O - - E - O

THE YC C64 C128 WOBBLY AWARDS 1989

Whoopie! Hooray! It's that time of the year again where we ask you, the ever so intelligent, omnipresent readers, to vote for your favourite C64 games of 1989, and if you don't we'll send round Post Apocolypse to rip your privates off!

All you have to do is send us one nomination for each of the categories and you could be the lucky winner of a copy of the 'Game of the Year' when the announcements are made. We'll be giving ten of them away so get them entries in by the 31st of January, or else it's rusty pliers time.

1. Game of the Year
2. Arcade Game of the Year
3. Simulation of the Year
4. Adventure of the Year
5. Best Software House
6. Programmer(s) of the Year
7. Best Game Music
8. Best Game Graphics
9. Favourite Games Advert
10. Worst Game of the Year

Send them to the usual editorial address marked "YC Awards".

CARTRIDGE CORNER

In the ever present search for the ultimate plug-in aid we put the power cartridge under the magnifying glass

By S. Wickham

Since the days of caves and flint axes, man has struggled to make life that much easier for himself. He invented fire so that he could cook food making it easier to eat. Later he invented the wheel so that getting around was much better. Eventually he made himself a computer that would take care of a thousand tasks, thus leaving him with plenty of free time to pursue more pleasureable activities.

Not content with having this wonderful grey box sat on his desk, bed, lap or wherever he might have it, he decides that he needs something to make using the box easier. Hence the dawning of a new age. The name of this new era... *Cartridge Age*.

Over the last 4 years or so we have seen many different kinds of these 'Toolkit aids' appear. Some have come and gone overnight. Some have been with us for some time.

I personally am a great believer in these little pieces of programming wizardry. Though I must confess, it was some time before I actually got round to using them. Once the step was made, I wondered how I ever managed without them.

The latest to come out of the 'Cartridge factory' is **POWER CARTRIDGE** from **KCS**, distributed in the UK by **BITCON DEVICES LTD**. In case you are wondering who or what KCS stands for, it is KOLFE COMPUTER SUPPLIES B.V. Of Dordrecht, The Netherlands. The mere fact that they are a Dutch based company should inspire confidence. As most of us already know, our European friends tend to be that much better in producing quality utility software, just like they produce better sportsmen and women. So what has this latest cartridge got to offer?

There are 5 main areas of programming catered for. First and foremost there is the POWER TOOLKIT. This is a powerful Basic-Toolkit that greatly simplifies programming and debugging. DISK TOOL and TAPE TOOL are two modules that speed up the loading and saving of programs. The commands that are available with these two modules can be incorporated in your own programs. POWERMON is an extensive machine code monitor with around 20 commands at your fingertips. It also works in Basic-ROM, Kernal and I/O areas, as well as leaving ALL of the computers memory available to you. Finally there is PRINTERTOOL. A very good printer-interface. There are many printers catered for and this makes conversing with different printers a pleasure instead of the usual chore.

The cartridge has one other function, which I do not see as a toolkit function, the POWER RESET. This function will be explained in more detail later.

Power Toolkit

The toolkit has the usual batch of extra commands you would expect, such as AUTO, DEEK, DOKE, DUMP, FIND and RENUMBER. There are two in particular that I found very useful. The first being PAUSE. Delays in a program do not now need to be cumbersome to program. You simply state PAUSE x (Where 'x' equals the number of seconds you want to pause for). The second being SAFE. By using this statement you can disable or enable the RUN/STOP and RESTORE keys. There are 27 toolkit commands providing a fairly comprehensive aid in the development of your programs.

Disk/Tape Tool

The disk and tape tool commands are fairly standard. Nothing really unusual or outstanding. You can load programs, up to 6 times

quicker using the DLOAD command or the normal LOAD. One little extra feature is that non-commodore compatible disk drives are catered for by two new drive numbers. They are 48 for device 8 and 49 for device number 9. The tape operations are similar but with the addition of being able to SAVE up to 10 times quicker than normal.

Powermon

The powermonitor is once again very useful, but fairly standard by comparison to other Cartridges/ Monitors. There are 17 functions in all ranging from Assemble, Disassemble and Compare through to Register display and Walk. (It's always struck me as odd that my *Dolphin DOS* monitor does not have a Disassemble command!!).

Printertool

This is perhaps one of the more outstanding attributes that this cartridge has. It detects whether you have a printer connected to the serial bus or the user port. All Commodore characters can be printed on *Epson* and compatible printers and the interface allows for many set-up possibilities. You can produce hardcopies of HIRES and LORES screens, not only on the usual serial printers but also centronics like *EPSON, STAR, PANASONIC* etc. The HARDCOPY command detects whether it is a HIRES or LORES screen that you want to print. A number of sub-functions of the PSET command which allow a number of different effects to be set up.

Power Reset

Now we come to the Power Reset. As stated earlier, I do not consider this as a toolkit function or programming aid. In my own opinion this is really a 'hackers' tool. The primary function of the RESET is to freeze a program and then save out the whole of memory. You may then select CONTINUE from the menu and the program will carry on as if nothing had happened.

When you initially press the RESET button a sub-menu appears giving you the option to select from:

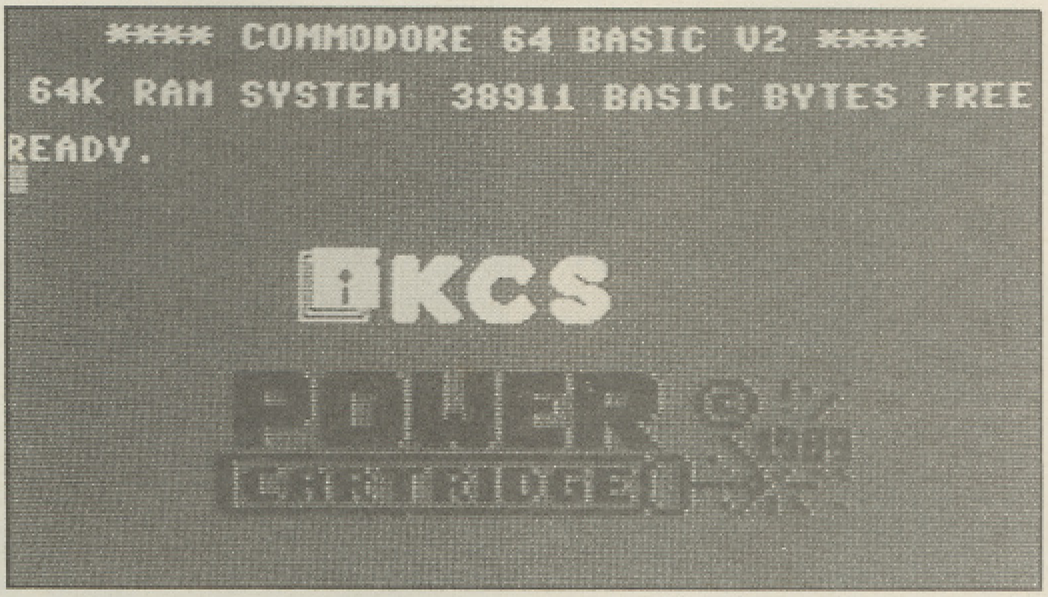
CONTINUE – allows you to return to your program
BASIC – Return to Basic
RESET – Normal reset
TOTAL BACKUP DISK – Save the whole of memory onto disk. The program may be reloaded later with BLOAD followed by CONTINUE
TOTAL BACKUP TAPE – As for the above but to tape
RESET ALL – RESET of any program
HARDCOPY – Prints out a copy of the screen. You can return to the program by use of CONTINUE
MONITOR – Takes you into the POWER MONITOR

Final Analysis

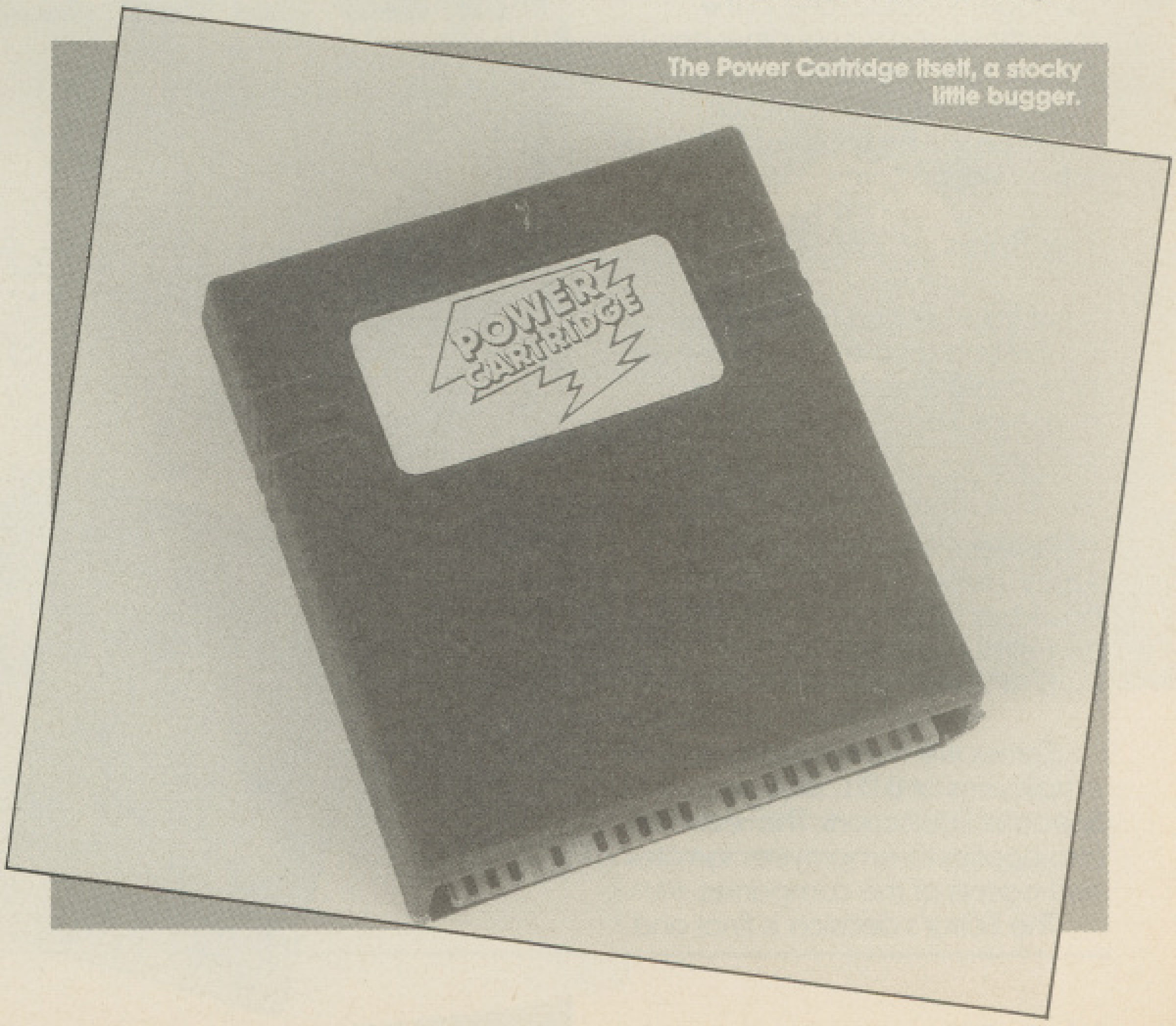
Compared to some of the cartridges on the market, this may at first glance appear to be somewhat primitive. Unlike some of the products around you cannot Disable Sprites, Pinch character sets, Compress programs, Make coffee and knit a jumper. However, what it does do is make the life of the serious programmer, notice I said programmer and not hacker, somewhat easier. For it's price I would have to say that the Power Cartridge is money well spent.

At a Glance

Title: Power Cartridge
Supplier: Bitcon Devices Ltd, 88 Bewick Road, Gateshead, Tyne and Wear, NE8 1RS
Telephone: 091-490-1975



Load it up and away you go!



The Power Cartridge itself, a stocky little bugger.

Power up Your commodore

Turn your C64 into the most hip thing since flower-power, make your friends green with envy, have bright red things hanging out of the back of your computer – Win a Power Cartridge!

Since we at YC realise what a trendy lot you are, we thought it would look good if a number of you, 25 to be exact, could really make your computers stand out by having a bright red Power Cartridge plugged into the cartridge port.

So, we chatted to a very nice man at B.D.L. and he also thought that the best thing that any Commodore owner could have was a Power Cartridge, well he would, wouldn't he, he sells the thing.

Anyway, the very, very, nice man at B.D.L. is putting 25 brilliant red Power Cartridges up for grabs. All you have to do is answer a few simple questions about it.

If you already own a power cartridge or obtain one in the meantime and win another one in this competition, B.D.L. will refund your purchase price. Proof of purchase will be required before a refund will be given.

The Rules

Write your answers to the questions on the back of a sealed envelope or postcard together with your name and address and send it to:

YC Power Cartridge Compo
Argus House
Boundary Way
Hemel Hempstead
Herts HP2 7ST

Entries will not be accepted from employees of B.D.L. or Argus Specialist Publcations. This restriction also applies to employees families and agents of the companies.

The Editor's decision is final and no correspondence will be entered into regarding the competition.

The closing date of the competition is 31st January 1990. Entries received after this date will not be included in the draw.

The Questions

1) What colour is the Power Cartridge?

a) Blue
b) Green
c) Purple
d) Red

2) How much does a Power Cartridge cost?

a) £99.99
b) £14.99
c) £34.95
d) £24.95

3) What printer mode does the PSET 1 command select?

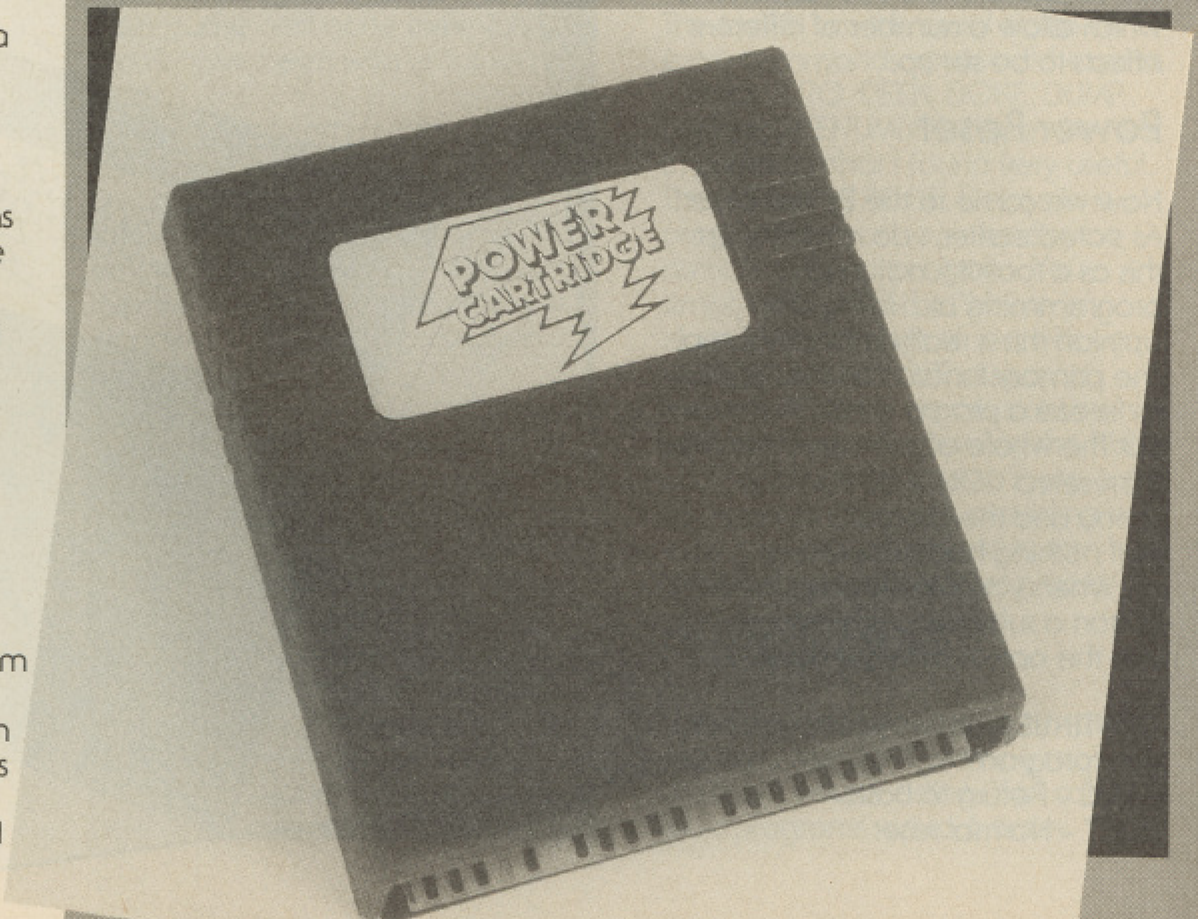
a) Smith-Corona
b) MPS802
c) Epson
d) 1526

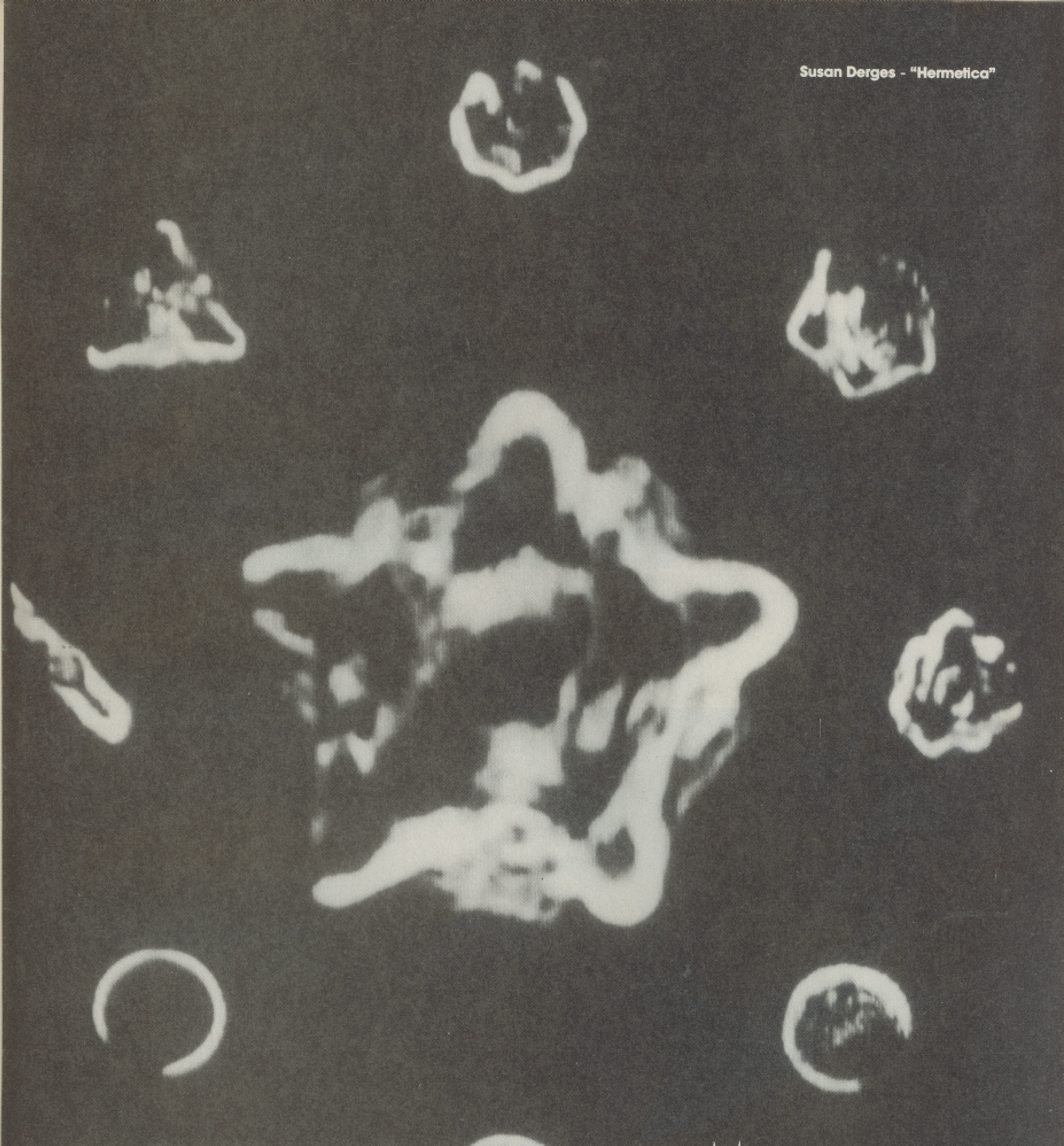
4) How many buttons does the Power Cartridge have?

a) none
b) 1
c) 2
d) 3
e) 4

BDLBDLBDLB

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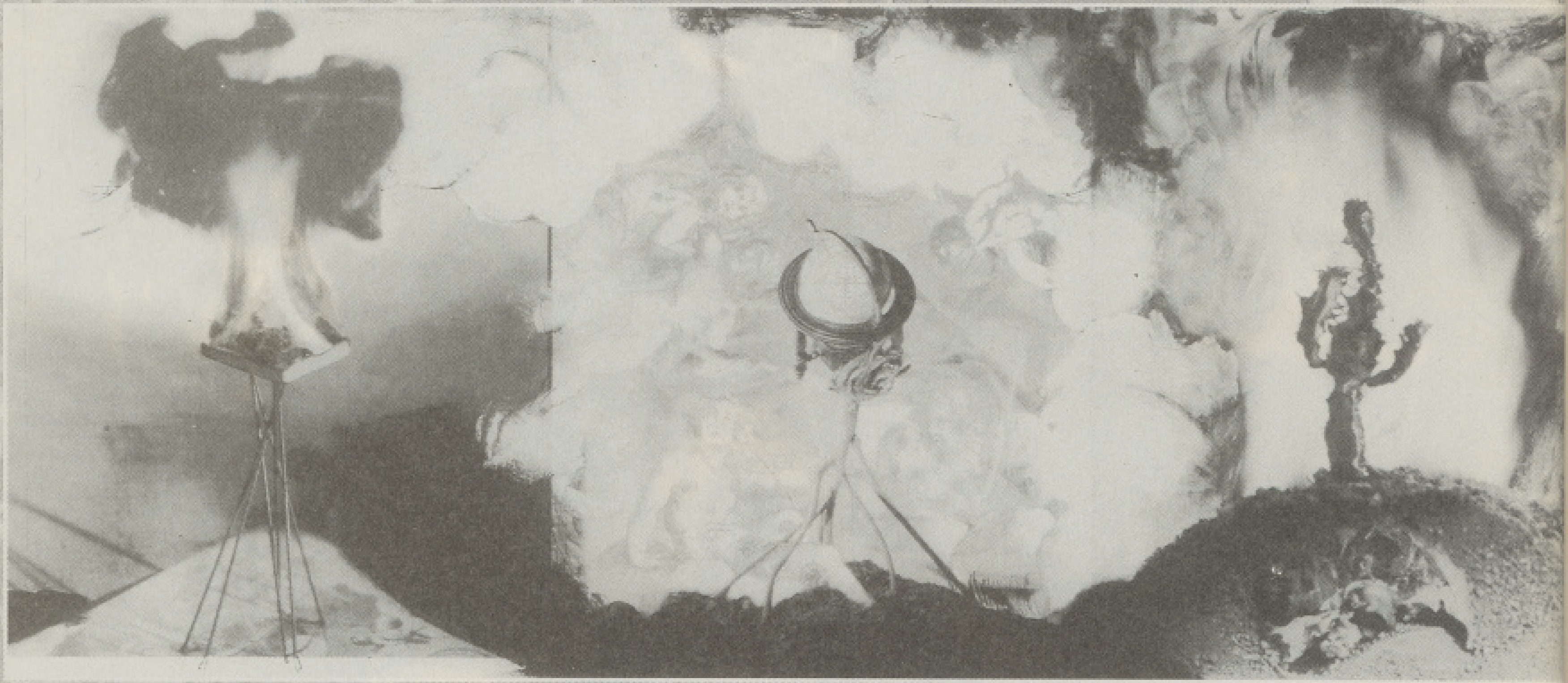




Susan Derges - "Hermetica"

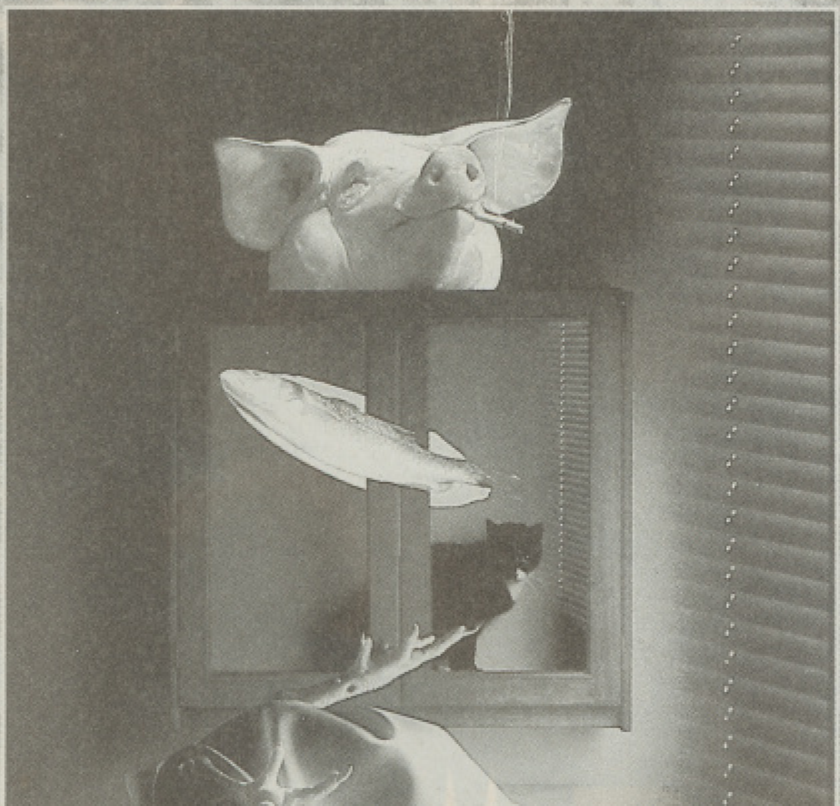
MACHINE DREAMS

Machine Dreams, an exhibition of photo-computer art at The Photographer's Gallery is the gallery's celebration of 150 years of photography. Its technological bias, not that photography is not a technological art, is given space for what David Chandler, Exhibition's Organiser, sees as one possibility in photography's future.



▲ David Hiscock

Mick Dean ▼



He is quick to indicate that the duet of computer and photograph can be problematic. The rhetoric of that combination is frequently hazardous, the outcome is potentially open to abuse. It's significant that some of the stranger photographic transformations shown in the gallery are by advertising photographers. Duplicity, the 'angle' selling charm by profession their forte, part of their reportare. The accent is on charge, it is on making something fit: "something is good for you because..."

Naturally enough corporate handiwork is liable to use anything that lets it achieve its singular promotional ends. It's this that makes the joining an artistically and corporately sensitive area.

Photography has never been perfect. Since its first exposures it has been manipulated to fit the desires of each photographer for colouring in, shading and burning in, replacing skylines, removing subjects. It's been a relatively easy media to alter, abuse, manipulate, exploit, encourage - whatever you want. Cut and paste, isolate, extract, add. Ghost and fairy photo sagas are popular mystical adumbrations of the duplicity of photography. The equipment made available to the photographers at crosfield has complemented it with access to



▲ **Calum Colvin**

greater finesse.

Representation has never been exact - see the Vogue model, walk by her in the street, then see the pimpled, photo protected wo(man) is hardly the same as the temple of perfectness wearing...

The computer grabbing, colouring re-shaping and ultimately reforming practices are another weight and opportunity (it depends how you view it or intend it) on the susceptibility of photography to abuse.

But this talk is too gloomy. *Machine Dreams* has the future of photography in mind, presumably this means a positive genuine one. Talking to Nick Hallom, the gallery's press officer, this would seem to be so.

This exhibition is seminal, its intention prophetic presenting the link with computers as one avenue which photographers will in the future be free to take. The cost of equipment and "valuable" machine-time, as David Chandler points out, is inhibiting to all but a few of the most prominant commercial photographers.

The Amiga presents, at the low end of this market, a more instantaneous accessing point for artists, photographers and designers. Its increasingly sophisticated digitizing interaction has placed it firmly within their reach. Compared to the systems used in the exhibition it is a poor son. The Quantel G Paintbox, The Scitex Imager System, The Dalim Litho 100, but particularly


Hag - "The Stupidity of Man"

the equipment at Crosfields.

The Amiga was lent to the gallery as a hands on demonstration tool close to the advertising section of the exhibition. Visitors to the gallery were able to use its paint packages as a practical element to the exhibition.

For the gallery visitors this was a basic starting point. Most paint package owners will be familiar to a degree with a first try outcome. Some of the photographers felt this themselves trying out their equipment for the first time. Techno phobia was quite apparant ironically for someone who has to know the difference between 100 ASA taken on a 120, using a Hasselblad, from a polaroid on a 5 x 4. Visually they knew the effect they wanted.

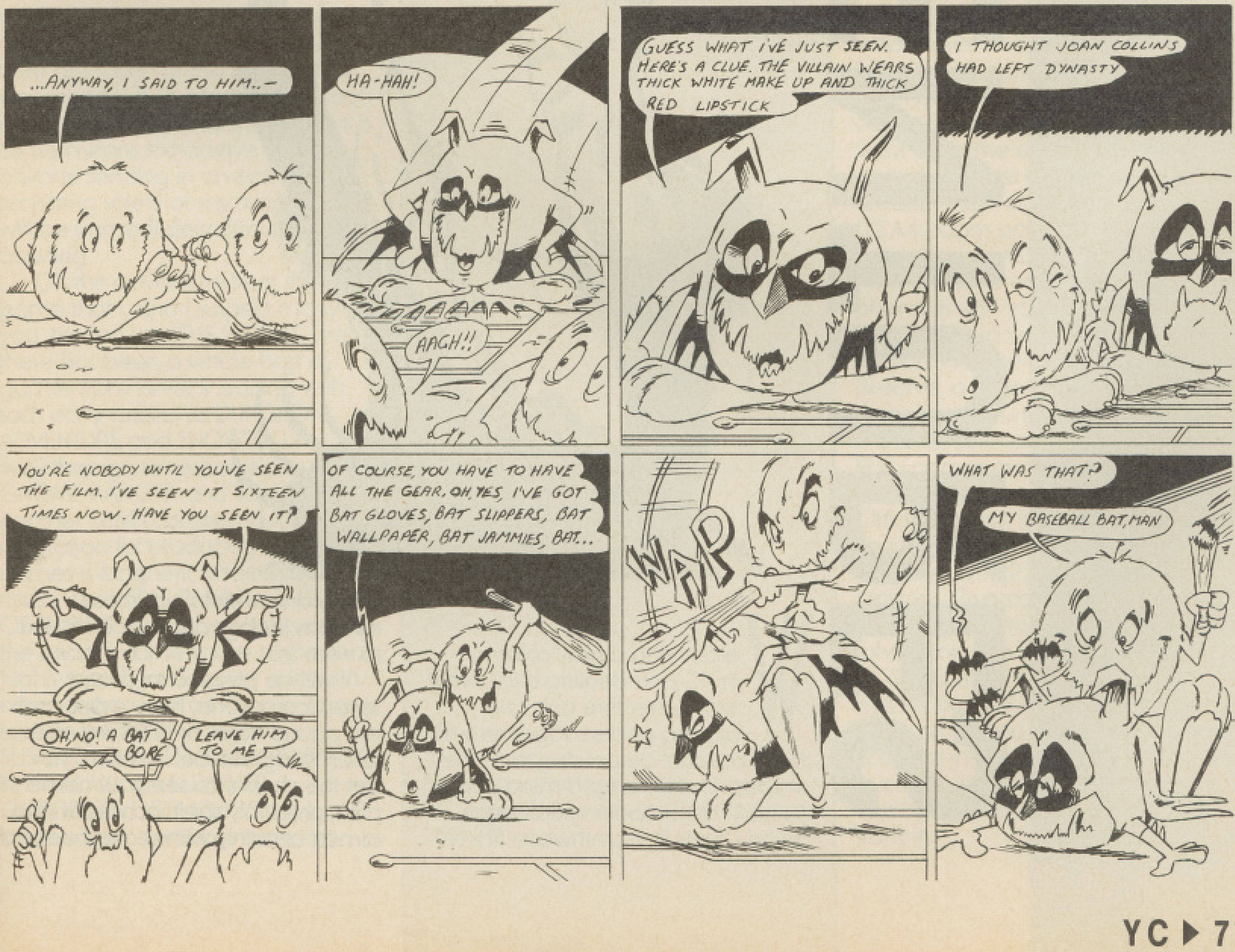
But at times most of the work is of synthesis where the splicing and grabbing and superimposition was a natural step. The systems were adaptable to a normal photo methodology of adding, covering multiplying - Viz-a-Viz the 'photo' pluralality of D. Hockney.

With the raw materials in place the combination was rapid if not that unconventional. Arguments were put forward suggesting what they were doing could be done anyway. It was quicker (cleaner and alterable) than their usual, but not different.

Opinions were varied on the compatibility of the two mediums, both practically and artistically. One of the initial barriers to be overcome is an artistic one. Media status has always been an acclusion to new ideas. High end computer graphic capabilities have only been around for a few years so the tension of acceptance has not been active for long. Once the tension is increased there'll have developed a situation of greater contrast between colour photography, black and white, watercolours, oils, etc. Artists and photographers will have the opportunity to practice and familiarise with this new media.

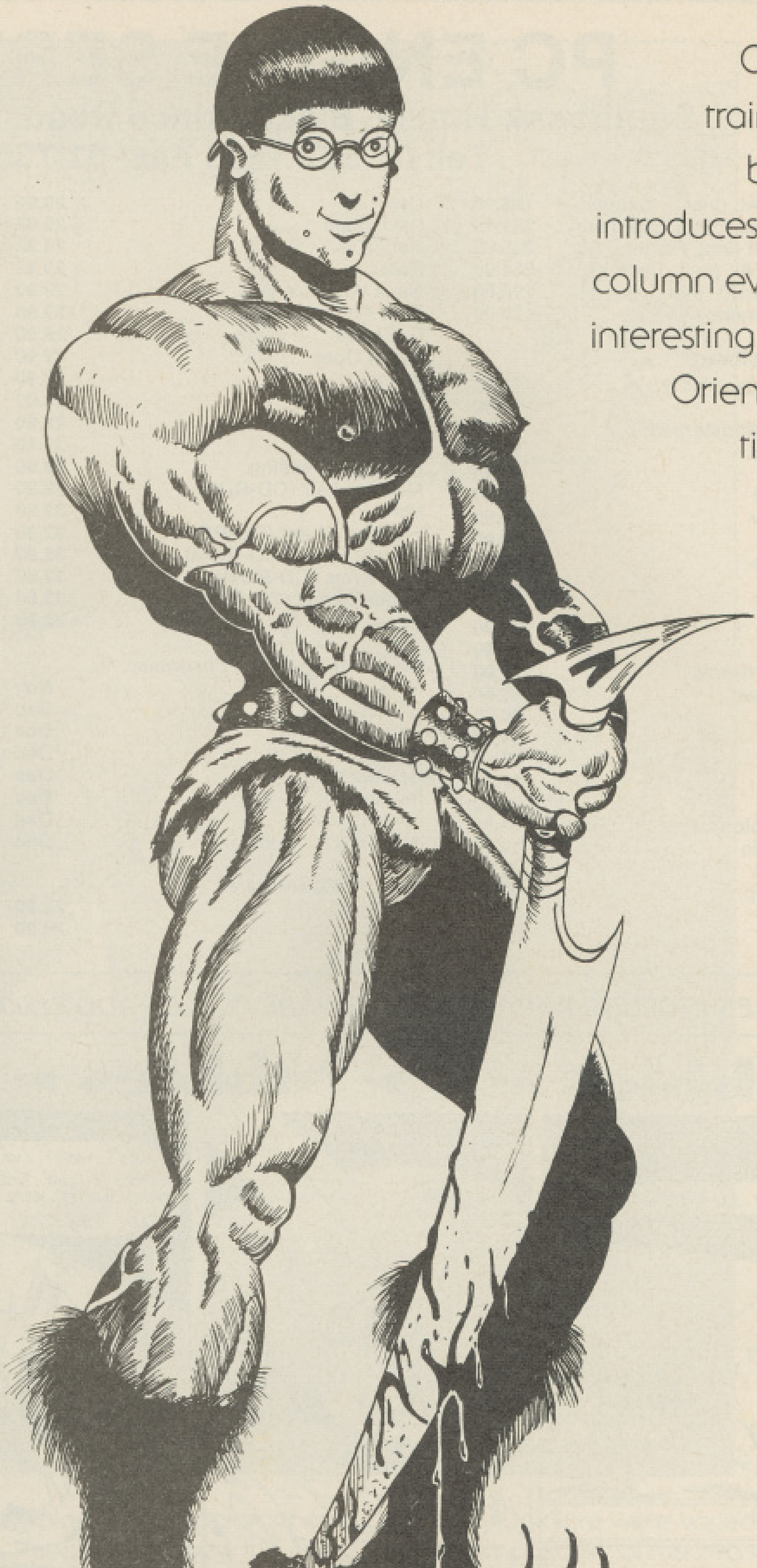
Julian Woodford

Nibbles



...ANYWAY, I SAID TO HIM..–
HA-HAH!
AAGH!!
GUESS WHAT I'VE JUST SEEN. HERE'S A CLUE. THE VILLAIN WEARS THICK WHITE MAKE UP AND THICK RED LIPSTICK
I THOUGHT JOAN COLLINS HAD LEFT DYNASTY
YOU'RE NOBODY UNTIL YOU'VE SEEN THE FILM. I'VE SEEN IT SIXTEEN TIMES NOW. HAVE YOU SEEN IT?
OH, NO! A BAT BORE
LEAVE HIM TO ME
OF COURSE, YOU HAVE TO HAVE ALL THE GEAR. OH, YES, I'VE GOT BAT GLOVES, BAT SLIPPERS, BAT WALLPAPER, BAT JAMMIES, BAT..
WAP
WHAT WAS THAT?
MY BASEBALL BAT, MAN

MISADVENTURES



Cedric the trainspotting barbarian introduces you to a column even more interesting than the Orient Express' timetable.

Welcome to a new column in YC, one dealing exclusively with adventure and role playing games, together with the occasional outpouring from the warped and deranged mind of the author - a trainspotting Barbarian called Cedric Bottomthwaite. There is only one way to halt these random jottings and that is for you to write in.

I will be pleased to accept letters, comments, hints, maps and ten pound notes or anything else resembling a bribe. In return, you get the chance to see your name in print, probably spelt incorrectly and almost certainly with a great deal of

abuse heaped at you if you fail to include at least a fiver. As an incentive, because bribery works both ways, I shall threaten to sit on the editor (a fate worse than death) until he opens his treasure chest and coughs up some sort of prize for the best epistile received each month.

Such is the way of the world, there is nothing whatsoever to review this month so you will have to put up with a load of gibberish anyway. However, because this is the first edition of the column and it is traditional to have some sort of opening offer, I thought that we could start with a readers poll.

Now I know what games I like, but what about you? What I want you to do is complete the coupon below, giving details of your top five adventurers of all time and your top five role playing games. I will tot up both the votes and work out a YC Readers' popularity chart. The person whose list most closely resembles the completed chart will receive a STUNNING PRIZE! This will be an original illustration of yours truly as seen through the eyes of one of our resident artsists. The picture will be suitably framed and sent to the winner so that he or she can throw spears at it as they see fit.

You can vote for any game you want as long as it has appeared on the C64. Just to jog your memory, here are some of the games that you might like to consider although I must stress that the list that follows is by no means exhaustive and anyone sending in an entry consisting solely of my suggestions will be immediately disqualified for crawling.

On the adventure front the first game that I, and I suspect many of you, played was THE HOBBIT. Then, there has been a whole host of games from Level 9 starting with such early classics as DUNGEON ADVENTURE and SNOWBALL, all the way through to recent titles such as GNOME RANGER and SCAPEGHOST. Another British company with a reputation for producing excellent games is Magnetic Scrolls whose titles include THE PAWN and GUILD OF THIEVES. From the other side of the Atlantic came some of the most highly rated games ever released namely those from Infocom. Titles such as the ZORK trilogy, SUSPENDED, HITCH-HIKERS GUIDE TO THE GALAXY and LEATHER GODDESSES OF PHOBOS have all attained cult status but there are many other games in their catalogue to choose from.

Role playing games have been around for nowhere near as long as adventures so the list is considerably smaller and, at the the moment, almost exclusively American. Possible contenders here include PHANTASIE I-III, BARD'S TALE I-III, ULTIMA I-V, QUESTRON I-II, POOL OF RADIANCE and CURSE OF THE AZURE BONDS.

Please complete the coupon below and send it in as soon as possible. With a bit of luck and the absence of any invasions by warmongering goblin tribes, the results should be ready in two months time.

Now, brilliant and omniscient though I am (and so big headed that you have to walk down dungeon corridors sideways - Ed), I do not always have the time to finish every game that I review. (Noises of - shouts of "cheat", "fraud", "charlatan", "I want my money back", etc.) This is purely due to the pressure of work and not, I hasten to add, due to any great incompetence on my part (chorus of "we don't believe you")

If then you happen to get terminally stuck in the middle of a game, there is a reasonable chance that you will get less than complete satisfaction if you write to me for an answer. There are however two possible solutions.

If you have completed a game (or indeed, more than one game smart a**e - but your're not allowed to say arse! Ed) and are willing to help a few plebs who are obviously nowhere near as intelligent as you are, then let me have your name and address, phone number and times when you can be contacted, together with details of the games that you can help with and I will print the appropriate details.

Secondly, if you prefer the more professional approach, then you might like to consider joining the Official Secrets club. For a fee of £22 per annum you get the following goodies. A free copy of the game Myth, a light hearted romp round classical Greece written by those wonderful people at Magnetic Scrolls. (Note; we have been asked to point out that Myth has nothing whatsoever to do with Myth - History in the Making by System 3).

In addition, you also get a free copy of Gnome Ranger from Level 9 (or a surprise alternative if you already possess a copy). Plus six issues of the magazine Confidential, 32 A4 pages packed with adventure news. Plus access to a huge helpline where you can phone in with your problems and have them solved there and then for you. Plus membership of Special Reserve, a discount software club that allows you to purchase most of the latest releases at 65% R.R.P. plus P&P (games available on disk only).

If you are interested in joining Official Secrets, then please get in touch with John Trevilian, Inter-Mediates Ltd., 2 South Block, The Maltings, Riverside Way, Sawbridgeworth, Herts CM21 9PG or 'phone him on 0279 726585.

That's all for this month. Next month, how to make a doorstop out of an orc's head. Please send those coupons in and start writing letters - even abusive ones. May your battle axe always have blood dripping from it.

Entry Coupon

All time favourite adventures

1 ....

2 ....

3 ....

4 ....

5 ....

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1 ....

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3 ....

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Full details in Your Commodore July 1987.

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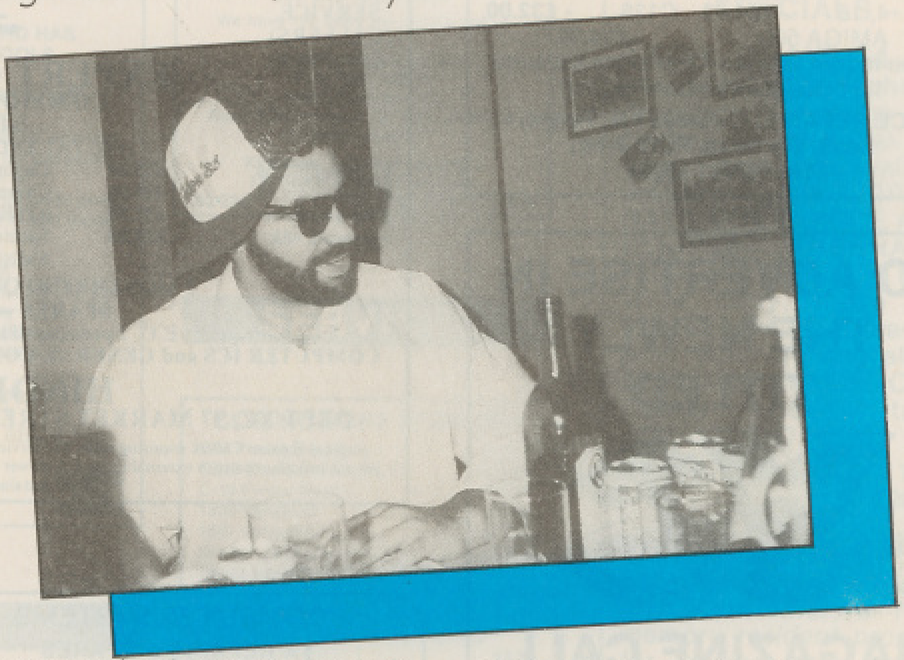
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FISHY TALES



Bloop! Purple Fishlord here, full name 'The Great Purple Fishlord of Czar', and I've been given the honoured position of back page columnist (mainly because nobody else would do it). So prepare yourselves for the ripest gossip from the bottom of the deep, blue fishbowl.



Leisure Suit Larry 4

Larry Sparks has recently confessed to being a 'closet funky hipster'. This has shocked many staff members of Activision UK, who previously thought that he was in fact the reincarnation of a dormant sloth. His pastimes, it has been revealed, are 'scratching', drinking lager shandies, and listening to the Reynolds girls at full volume - conclusive proof that he is now a fashion victim.

He has also challenged Argus to a squash tournament where they are to proceed in getting themselves well and truly stuffed (no bias involved whatsoever).

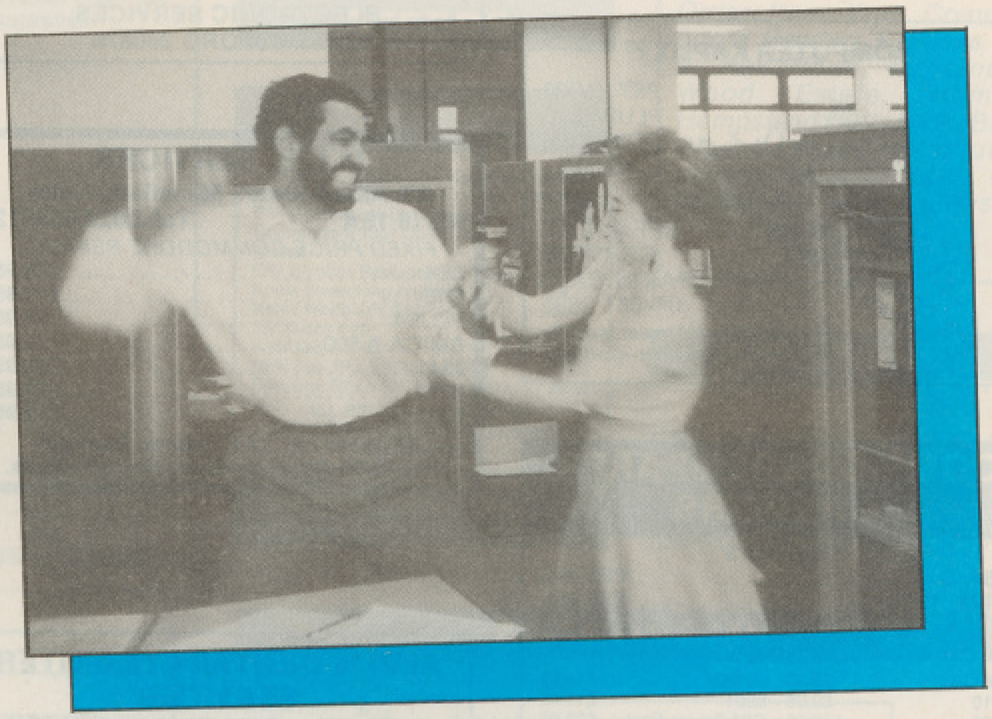
The Grudge Match

A football match, played on November 29th, has been announced. It is between Focus (ex-Argus MD Peter Welham's new company) and Argus (the publishers of this fine magazine, and Deputy Editor Rik Henderson's former employers). It has been titled 'The Grudge Match' by the challengers, and unless they decide to field a team of footballers for a change, will be quite tame. We'll keep you up to date.

Whatever Happened To...

...Bloodwych. Apparently the programmer of the C64 version of this RPG has disappeared, leaving the game and publishers mirrorsoft totally in the lurch. Although it was planned for a Christmas release, we'll now be lucky if we see it in April. You never know though, maybe they'll find him in a dungeon somewhere!

I must dash now, before I get slapped a writ. So it's bloop from me, and it's bloop from me again, bye, bye.



The Computer Industry Karma Sutra No. 3

Shouldn't you tie her down first?

...it's dynamite!

POWER CARTRIDGE

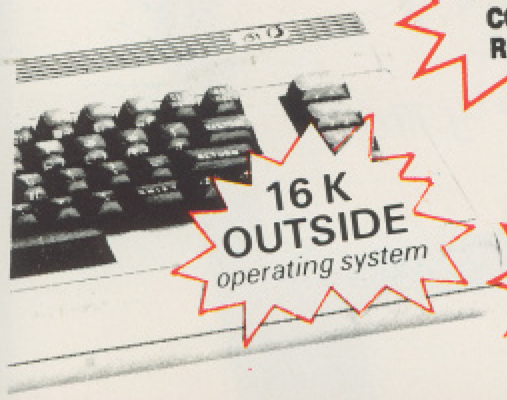
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DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

BLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

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A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
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A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

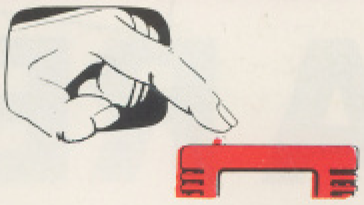
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with any programme.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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